

Privacy Policy — League Companion

Last updated: 05.12.2025

League Companion ("we", "our", "us") is a mobile and desktop application that allows users to remotely manage certain actions on their own gaming computer from their personal device.

We respect your privacy and are committed to minimizing the data we process. This Privacy Policy explains what information is transmitted, how it is handled, and what rights you have.

By using League Companion, you agree to the practices described in this Privacy Policy.

1. Information We Collect

We design League Companion to process as little personal data as possible.

- We do **not** ask you to create an account.
- We do **not** collect your name, email address, or contact details.
- We do **not** use analytics, advertising, or tracking tools.
- We do **not** build profiles or track your behavior across apps or websites.

However, some technical information is **transmitted through our servers** so that the App can function.

2. How Communication Works (Mobile, Desktop & Servers)

League Companion works by allowing your **mobile app** and your **desktop app** to communicate with each other through our servers hosted in **Switzerland (Infomaniak)**.

This communication is necessary to:

- start your game client remotely,
- create or manage a lobby,

- initiate a queue,
- accept a match,
- perform draft-related actions,
- send match-related notifications to your phone.
- other

2.1 Data in Transit

Commands and technical information are transmitted through our servers so your phone and desktop app can stay synchronized.

We:

- do **not** use this data to identify you,
- do **not** analyze it for marketing or profiling,
- do **not** sell or share it with advertisers.

2.2 Storage

We do not intentionally store the content of individual commands or actions beyond what is technically necessary to deliver the service (e.g. short-term buffering, temporary logs for security and stability).

Any technical logs that may exist are:

- minimal by design,
 - used only for debugging, security, and service reliability,
 - not used to build user profiles or for advertising.
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3. Local Network & Desktop Access

The App may request permission to access:

- your **Local Network** (on your desktop),
- your **computer running the desktop app**.

This is required so that League Companion can:

- transmit your remote actions (e.g. start queue, accept match),
- coordinate between your phone and your desktop game client.

We do **not** access:

- your personal files,
- your messages,
- other network devices unrelated to League Companion.

We only interact with the processes and services strictly necessary for the App's functionality.

4. Notifications

If you enable notifications, the App may send alerts when:

- a match is found,
- a queue or draft-related state changes.
- other

To deliver notifications, we may process a technical identifier for your device (e.g. a push token). This is used **solely** to deliver notifications and is not used for tracking or advertising.

You can disable notifications at any time via your device settings.

5. Third-Party Services & Hosting

League Companion does **not** use:

- analytics platforms (e.g. Firebase Analytics, Google Analytics, Mixpanel, etc.),
- advertising networks,
- external tracking SDKs.

Our infrastructure is hosted at **Infomaniak (Switzerland)** which provides us a secure hosting.

This provider may, in accordance with their own privacy and security practices, process limited technical data (such as IP address, timestamps, or error logs) for purposes such as:

- ensuring the security of the infrastructure,
- preventing abuse,

- maintaining service reliability.

We do not use this technical data to identify you for marketing or advertising.

6. Your Rights

Because we do not maintain user accounts and minimize stored data, there is usually very little personal information associated with your use of the App.

Depending on your location, you may have the right to:

- request information about any personal data we may hold about you,
- request correction or deletion,
- object to certain processing,
- lodge a complaint with a data protection authority.

To exercise any rights or ask questions, you can contact us at:

contact@ludis-software.ch

7. Changes to This Policy

We may update this Privacy Policy from time to time to reflect changes in the App or in applicable laws.

If we make significant changes, we will notify you within the App or via our website. The “Last updated” date at the top indicates the latest version.

8. Contact

If you have any questions about this Privacy Policy or our data practices, you can contact us at:

contact@ludis-software.ch

leaguecompanion.com

ludis-software.ch