Software Title Evaluation
Rocket League

SUMMARY

Rocket League is a major esports title, popular with K-12 students in North America. The game is cross platform, limits collected personally identifiable information, and when installed and configured using WSSEA's configuration guidelines is a great fit for K-12 schools in Washington state.

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EVALUATION

Game Description / Overview

Rocket League is a free-to-play sports hybrid title with a business model based around for-pay season-pass cosmetics. The game features teams of rocket powered cars playing soccer.

It is available on PC, Xbox One, Playstation 4, and Nintendo Switch.

Rocket League is rated **E for Everyone** in North America by the ESRB, and rated suitable for ages 3 and up by PEGI in the EU.

Rocket League is developed and owned by Psyonix, which was bought by Epic Games.

Data Categorization

While the Epic Game Store and Rocket League game have the potential to store personally identifiable information for players who link a credit card and purchase in game currency, the most common scenario is very limited data collected on players. Epic's reluctance to collect a large base of information at registration helps keep this title kid- and school-friendly.

Personally Identifiable Information (PII)
Epic Games requires players to register a User ID / screen name and password, and tie it to a valid email address. No other information is required for Rocket League. Use of the virtual currency requires

enabling two-factor authentication, and the game store really tries to tie that to a mobile phone / SMS number. This is not required to play the game, however.

Epic collects the standard usage and computer hardware information, including the IP address and general geographic location of the device.

They claim to aggregate user statistics in an anonymous way for studying trends and large scale user behavior. They do not appear to do any unusual sharing of information.

Additional PII is gathered when making a purchase for in game currency, which WSSEA discourages for schools and students.

Epic uses Kids Web Services (KWS) for parent and guardian verifications. The game may ask for age verification, to determine if the student is under 13. There is a provided Parental Controls section (for all games, not just Fortnite) available at https://www.epicgames.com/fortnite/en-US/parental-controls.

Game title EULA
The EULA for Rocket League is available on the Psyonix website (https://www.psyonix.com/eula/). The EULA grants permission to install multiple copies of the game, requires you to keep the game patched to play, and prohibits you from selling the game to others. It also appears to prevent you from building mods or custom maps, of which there are many and appear unenforced by the developer. It also states they may use product activation or license software, but none such appears to exist in the game.

There's a large section on virtual goods - the cosmetics players can buy with in-game currency. The section tells players you can't get refunds, all sales / trades are final, don't sell it for money outside the game, and not to scam others. All pretty standard stuff.

The rest of the EULA is pretty standard - use the game as-is, no warranty that it will work or be bug-free, you can't sue them for damages from the game.

Privacy Policy
The Psyonix Privacy Policy (https://psyonix.com/privacy/) that explicitly states they do not collect PII for those under age 13.

Commonsense.org rates Rocket League with a 50% and Warning rating. The concerns they have are a lack of clarity around intentional school use, the collection of PII that is used for marketing.

For more on this score, visit https://privacy.commonsense.org/privacy-report/Rocket-League.

Terms of Use

Psyonix includes a Terms of Use as well (https://psyonix.com/tou/**).** The TOU requires players be 18 or older, or possess parental or guardian consent to play. It includes the standard terms - the developer can stop providing the game service, you can't sue them for failures of the game. They do grant that user generated content from the game is yours, which is nice to see.

More specifically, the TOU requires players to agree not to be toxic, harass others, threaten, or promote racism, bigotry, etc. Sexual and pornographic content is prohibited. It also prohibits cheats, trainers, spoofers, keyloggers, etc.

They cover that promotional tournaments are OK to run and participate in, but they have no liability.

Data Storage

Use of Encryption

It's unclear if Psyonix is using encryption for data in transit, as WSSEA was unable to find any documentation by either Psyonix or Epic to verify. WIth the bulk of data being category 2 (operational) data, there is no strong requirement for encryption at rest.

Locations

There is no guarantee that cloud data is stored only in the US as per the Epic Privacy Policy section 7A. Player data is stored in the cloud (configurations, car designs, statistics from online play, rank). But there is no separate cloud storage section for user generated content like screenshots or game replay files; no generic online storage component.

Client Software Footprint and System Requirements

Rocket League is launched from the Epic Game Store launcher on PC. Nintendo Switch, Xbox One, and PlayStation 4 launch the game natively.

To play on console, players must have an Xbox One (any version), Playstation 4 (any version), or Nintendo Switch (not recommended, but possible).

For PCs, the requirements are:
Windows 7+
2.5 GHz dual core CPU
4 GBs RAM

20 GBs storage
DirectX 11
Nvidia GeForce 760 or higher

Compensating Controls

For WSSEA recommended configuration and logical / technical, administrative, and physical controls, please see the WSSEA Rocket League Configuration Guidelines document at https://wssea.games.

Deployment of Rocket League with these controls creates the best possible environment for students.

Developer Disclosure Policies

Published vulnerabilities
A list of known issues in Rocket League is maintained by the developer at https://www.rocketleague.com/news/known-issues-in-rocket-league/ and is updated regularly. The record of patching vulnerabilities and defects appears reliable.

Both NIST NVD and the MITRE CVE list include **CVE-2021-32238**, a buffer overflow with a rating of HIGH. DOS and code execution was the result. The vulnerability was published on May 18th, a month after the 1.95 patch for the vulnerability.

Rocket League patch notes are available at https://www.rocketleague.com/news/?cat=7-5aa1f33-rqfqqm.

Disclosure program or policies
Unfortunately, Psyonix and Epic do not appear to host a specific disclosure or bug bounty program. Instead, they recommend researchers submit a help ticket with a screenshot, video, or other documentation of the glitch or bug.

Reputation in the industry
Psyonix and Rocket League appear to have a standard reputation in the industry. Primary complaints from users are about server capacity and latency, and stem from earlier in the game's history - likely due to rapid growth in the player base.

ABOUT THE EVALUATORS

Ralph Hogaboom	**Owen Craig**
Ralph is the senior cybersecurity architect at the Washington Department of Natural Resources and received his CISSP certification in 2022. He previously built the competitive esports program at Grays Harbor College, and hosted the NJCAAE's fall championships in 2021.	Owen is the Director of Technology for the Nooksack Valley School District and sitting Board of Directors member for WSSEA. He is focused on providing strategies to overcome technical obstacles school districts may face when implementing an eSports program.

REVISION HISTORY

2022 SEP 24	Ralph Hogaboom	Initial version
2022 SEP 26	Owen Craig	First review