

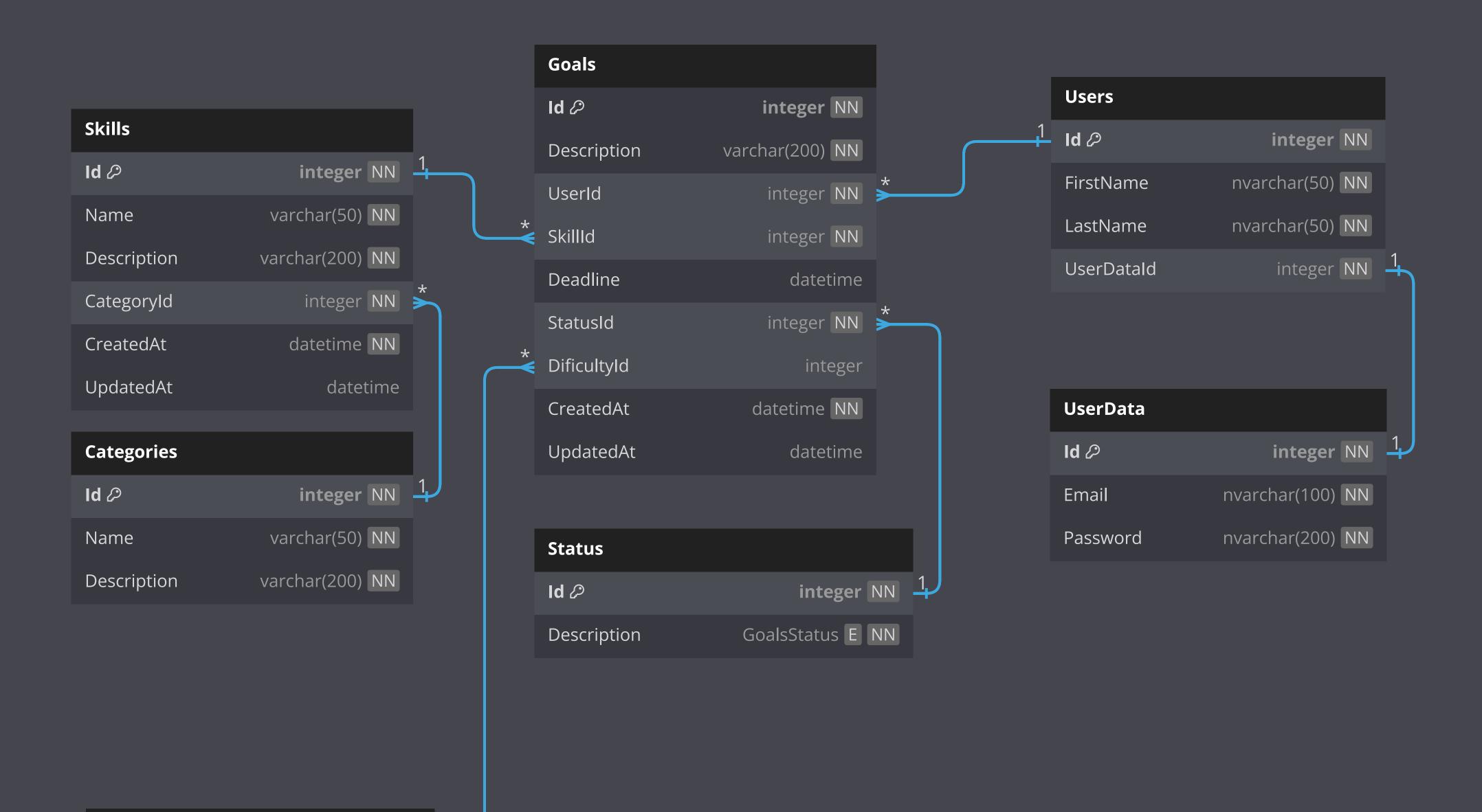
integer NN —

Dificulty E NN

Id 🔑

Description





Dificulty

Description

Id 🔑

integer NN 1

Dificulty E NN



```
Enum GoalsStatus {
    Completed
    In Progress
}

Enum Dificulty {
    Very Easy
    Easy
    Normal
    Hard
    Very Hard
```

