





```
Enum event_type_enum {
    dash
    attack
    collected_gold
    used_item
    room_entered
    room_exit
}
```

```
Enum weapon_slot_enum {
    melee
    range
}
```

```
Enum upgrade_type_enum {
    health
    stamina
    melee
    range
    velocity
}
```

```
Enum boss_result_enum {
    win
    loss
}
```