



```
enum GuildMemberRank {
  Owner
  Admin
  Officer
  Member
}
```

```
enum ItemRarity {
  Common
  Uncommon
  Rare
  Legendary
  Unique
}
```

```
enum StructureType {
  Camp
  Village
  City
  Fort
  Castle
  Dungeon
  MonsterCamp
  Caravan
  Bank
}
```