





```
Enum status_superhero {
  active
  inactive
  compromised
}
```

```
Enum status_cases {
  active
  cold
  closed_success
  closed_failed
}
```

```
Enum status_entity {
  person
  gang
  corporation
}
```

```
Enum status_informants {
  active
  compromised
  retired
  deceased
}
```

```
Enum source_type_intel {
  observation
  informant
  interrogation
  digital
}
```