```
Enum status {
    online
    offline
    playing
}


Enum visibility {
    public
    private
    passwordProtected
}


Enum game_visibility {
    public
    private
}


Enum game_mode {
    classic
    hardcore
}


Enum game_duration {
    1
    2
    3
}
```

```
Enum game_score {
    5
    10
    30
    null
}
```