





```
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
}
```