



```
Enum game_status_enum {
    waiting
    in_progress
    finished
}
```

```
Enum card_color_enum {
    red
    blue
    green
    yellow
    wild
}
```

```
Enum card_value_enum {
    0
    1
    2
    3
    4
    5
    6
    7
    8
    9
    skip
    reverse
    draw_two
    wild
    wild_draw_four
}
```

```
Enum card_location_enum {
    deck
    discard
    player_hand
}
```

```
Enum action_type_enum {
    play
    draw
    skip
    reverse
    draw_two
    wild
}
```