ValueObject + toJsonString() + toPrettyJsonString() + toString() + fromJson() + fromJson() + fromJson() GamebaseConfiguration + getAppId() + getAppVersion() + getStoreCode() + getUIPopupConfiguration() + getDisplayLanguageCode() + getServerApiVersion() + getZoneType() + getFCMSenderId() + getTencentAccessId() + getTencentAccessKey() + newBuilder() ~ getGameEngine() ~ getPushType()