





```
Enum UserRole {  
    NONE  
    ELDERLY  
    CAREGIVER  
}
```

```
Enum ConnectionStatus {  
    pending  
    approved  
    rejected  
}
```

```
Enum ReminderStatus {  
    INCOMPLETE  
    COMPLETED  
    CANCELLED  
}
```

```
Enum GameType {  
    generated  
    custom  
}
```