

## ValueObject

- + toJsonString()
- + toPrettyJsonString()
- + toString()
- + fromJson()
- + fromJson()
- + fromJson()



## GamebaseNotificationOptions

- + isForegroundEnabled()
- + isBadgeEnabled()
- + getPriority()
- + getSmallIconName()
- + getSoundFileName()
- + from()
- + newBuilder()
- + newBuilder()