

```
{ValueObject
  ll+ toJsonString()
  + toPrettyJsonString()
  + toString()
  + fromJson()
  + fromJson()
  + fromJson()
}
```



```
{GamebaseNotificationOptions
  ll+ isForegroundEnabled()
  + isBadgeEnabled()
  + getPriority()
  + getSmallIconName()
  + getSoundFileName()
  + from()
  + newBuilder()
  + newBuilder()
}
```