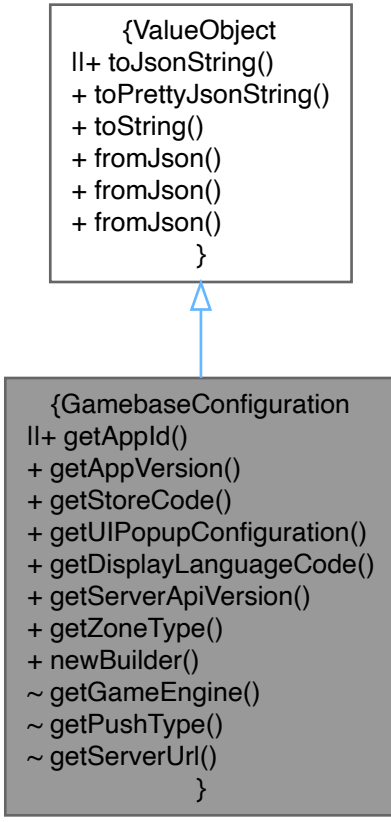

{ValueObject
ll+ toJsonString()
+ toPrettyJsonString()
+ toString()
+ fromJson()
+ fromJson()
+ fromJson()
}
{GamebaseConfiguration
ll+ getAppId()
+ getAppVersion()
+ getStoreCode()
+ getUIPopupConfiguration()
+ getDisplayLanguageCode()
+ getServerApiVersion()
+ getZoneType()
+ newBuilder()
~ getGameEngine()
~ getPushType()
~ getServerUrl()
}