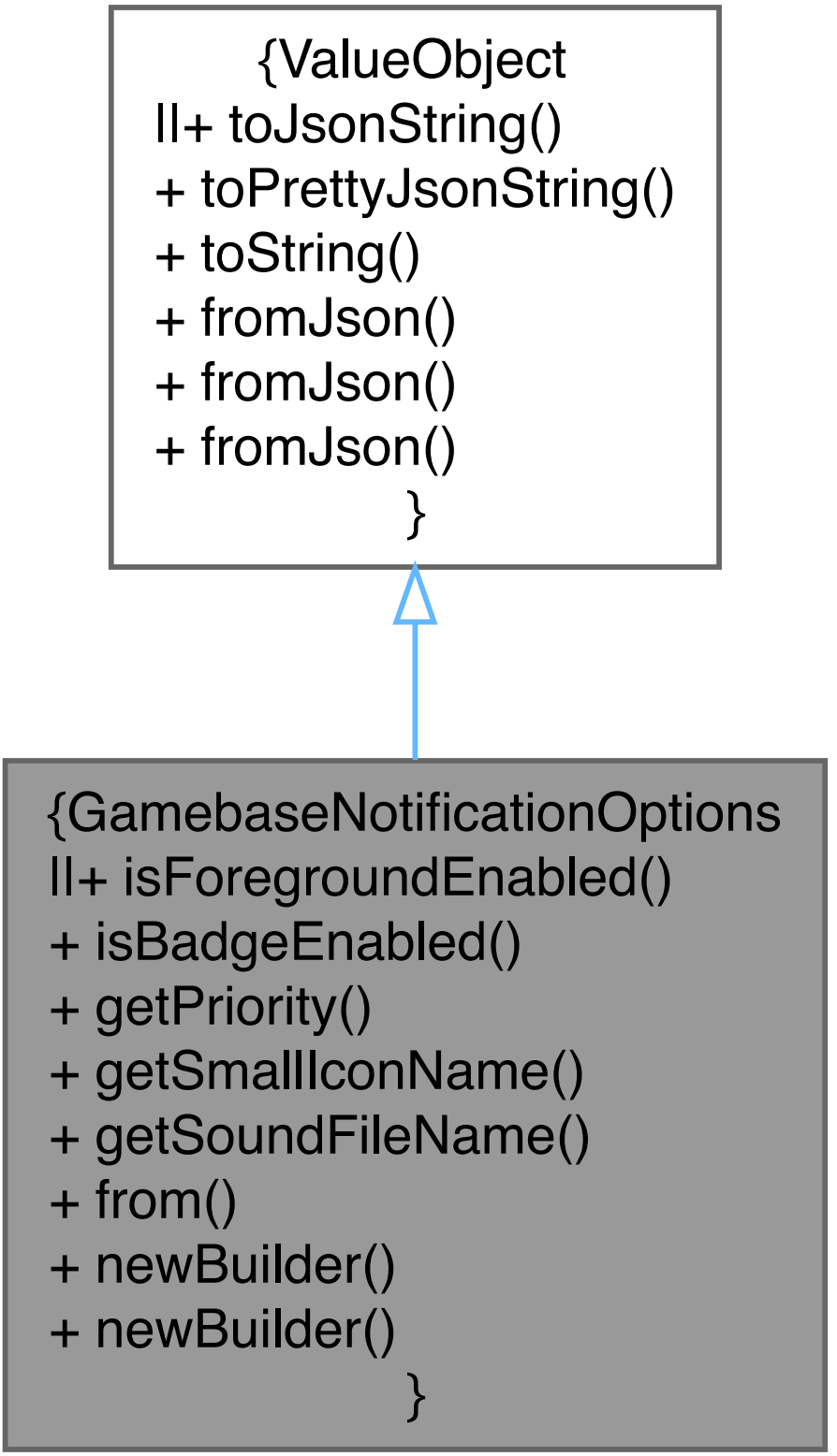

{ValueObject
|| + toJsonString()
+ toPrettyJsonString()
+ toString()
+ fromJson()
+ fromJson()
+ fromJson()
}
{GamebaseNotificationOptions
|| + isForegroundEnabled()
+ isBadgeEnabled()
+ getPriority()
+ getSmallIconName()
+ getSoundFileName()
+ from()
+ newBuilder()
+ newBuilder()
}