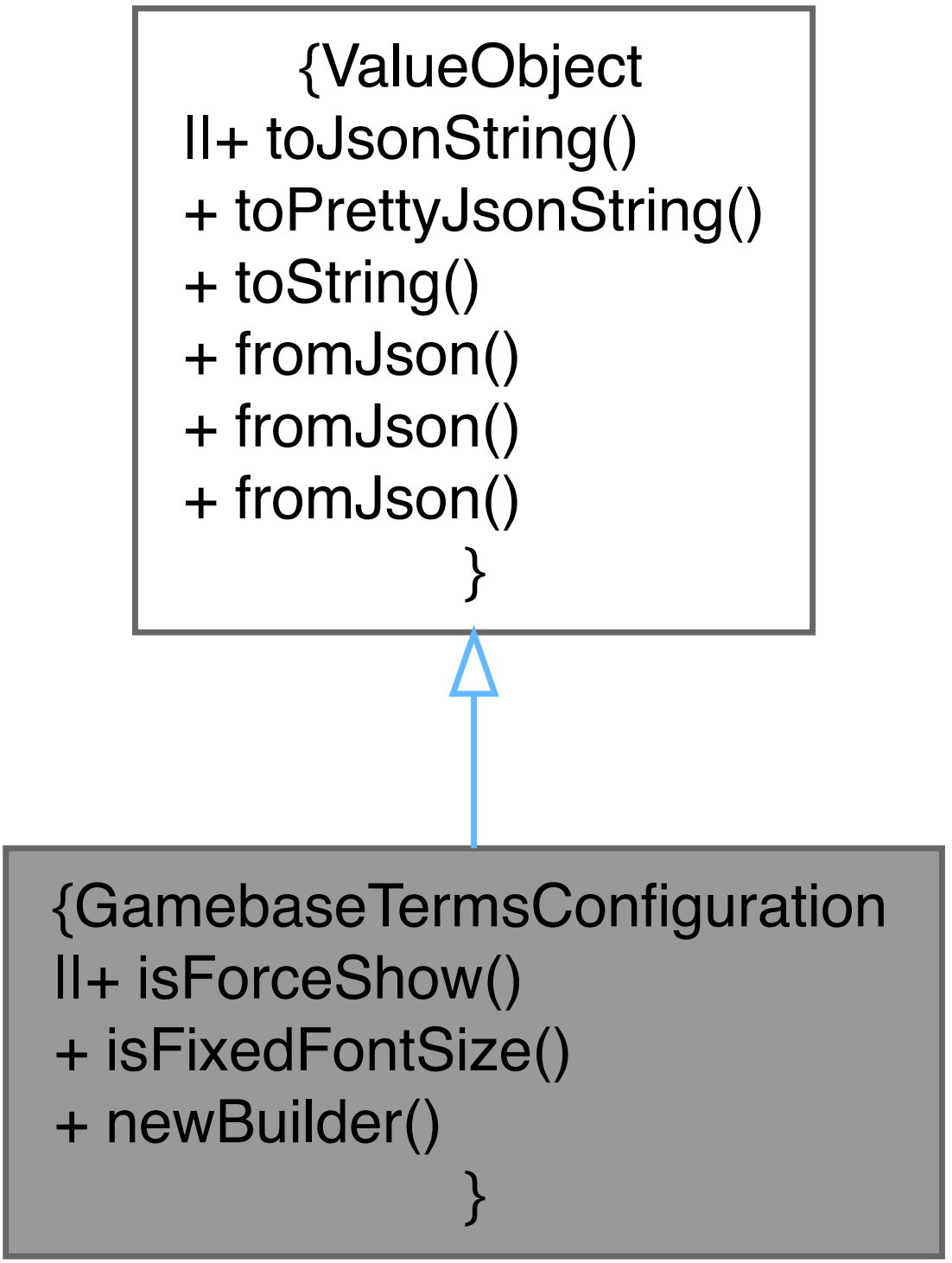

{ValueObject
|| + toJsonString()
+ toPrettyJsonString()
+ toString()
+ fromJson()
+ fromJson()
+ fromJson()
}
{GamebaseTermsConfiguration
|| + isForceShow()
+ isFixedFontSize()
+ newBuilder()
}