This HTTP server API is called Pokemons

It consist of a registration service, that save an user into the database, a login service with email and password, that creates a token to authenticate user,usign an username, password and the created token, this one expires in 20 minutes, after this time, the user must login again to communicate with the server.

After the user is aunthenticated it, it proceeds to validate if it is authorizade to access resource ,if an user is authorizade to login it can access to the resources if not there will be an error.

Once logged in users can:

1. View a list of pokemons, there are some private, meaning the ones a user creates, and public, pokemons that already exist
2. Create a new record of a pokemon with the following properties: name, type, power
3. Edit at least one field of this pokemon (name, type, power etc),
4. Delete records, there are two ways to delete private registers, all at once o by id.
5. There is also the option to like public pokemons and retrieve a list of their liked pokemons.