Script 1

const pokeApi = {}

pokeApi.getPokemon = (*offset*=0, *limit*=10)=>{

        const url = `https://pokeapi.co/api/v2/pokemon?offset=${*offset*}&limit=${*limit*}`;

        return fetch(url)

        .then((*response*)=>*response*.json())

        .then((*jsonBody*)=> *jsonBody*.results)

        .catch((*error*)=> console.log(*error*))

}

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Fase 1

//como fazer requisição http via javascript

function convertpokemonToHtml(*pokemon*){

    return `

    <li class="pokemon">

    <span class="number">#001</span>

    <span class="name">${*pokemon*.name}</span>

    <div class="detail">

        <ol class="types">

            <li class="type">grass</li>

            <li class="type">poison</li>

        </ol>

        <img src="https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/dream-world/5.svg" alt="${*pokemon*.name}" srcset="">

    </div>

</li>

    `

}

const pokemonList = document.getElementById('pokemonList')

pokeApi.getPokemon()

.then((*pokemons*)=>{

    const listItens = []

*pokemons*.map()

    for (let i = 0; i < *pokemons*.length; i++) {

        const pokemon = *pokemons*[i];

        listItens.push(convertpokemonToHtml(pokemon))

    }

    console.log(listItens);

})

.catch((*error*)=> console.log(*error*))

Fase 2-Utilizando função MAP para diminuir código