Rick and Morty Challenge

Usando la API de Rick And Morty

- https://rickandmortyapi.com/documentation/#get-a-single-character
- https://rickandmortyapi.com/documentation/#get-a-single-location

Exponer un endpoint que permita realizar una petición con el `id` de algún personaje de la serie, se debe entregar una respuesta basándose en el siguiente JSON Schema:

```
{
    "$schema": "http://json-schema.org/draft-07/schema",
    "$id": "http://example.com/example.json",
    "type": "object",
    "required": [
        "id",
        "name",
        "status",
        "species",
        "type",
        "episode_count",
        "origin"
    ],
    "properties": {
        "id": {
            "$id": "#/properties/id",
            "type": "int"
        },
        "name": {
            "$id": "#/properties/name",
            "type": "string"
        },
        "status": {
            "$id": "#/properties/status",
            "type": "string"
        },
        "species": {
            "$id": "#/properties/species",
            "type": "string"
        },
        "type": {
            "$id": "#/properties/type",
            "type": "string"
        },
        "episode_count": {
            "$id": "#/properties/episode_count",
            "type": "int"
        },
        "origin": {
            "$id": "#/properties/origin",
            "type": "object",
            "required": [
                "name",
                "url",
```

```
                    "dimension",
                    "residents"
                ],
                "properties": {
                    "name": {
                        "$id": "#/properties/origin/properties/name",
                        "type": "string"
                    },
                    "url": {
                        "$id": "#/properties/origin/properties/url",
                        "type": "string"
                    },
                    "dimension": {
                        "$id": "#/properties/origin/properties/dimension",
                        "type": "string"
                    },
                    "residents": {
                        "$id": "#/properties/origin/properties/residents",
                        "type": "array",
                        "items": {
                            "$id": "#/properties/origin/properties/residents/items",
                            "type": "string"
                        }
                    }
                }
            }
        }
    }
}
```

Por ejemplo si consultamos por el id `1` , nos quedaria algo asi

```
{
    "id": 1,
    "name": "Rick Sanchez",
    "status": "Alive",
    "species": "Human",
    "type": "",
    "episode_count": 41,
    "origin": {
        "name": "Earth (C-137)",
        "url": "https://rickandmortyapi.com/api/location/1",
        "dimension": "Dimension C-137",
        "residents": [
            "https://rickandmortyapi.com/api/character/38",
            "https://rickandmortyapi.com/api/character/45",
            "https://rickandmortyapi.com/api/character/71",
            "https://rickandmortyapi.com/api/character/82",
            "https://rickandmortyapi.com/api/character/83",
            "https://rickandmortyapi.com/api/character/92",
            "https://rickandmortyapi.com/api/character/112",
            "https://rickandmortyapi.com/api/character/114",
            "https://rickandmortyapi.com/api/character/116",
            "https://rickandmortyapi.com/api/character/117",
            "https://rickandmortyapi.com/api/character/120",
            "https://rickandmortyapi.com/api/character/127",
            "https://rickandmortyapi.com/api/character/155",
            "https://rickandmortyapi.com/api/character/169",
            "https://rickandmortyapi.com/api/character/175",
```

```
            "https://rickandmortyapi.com/api/character/179",
            "https://rickandmortyapi.com/api/character/186",
            "https://rickandmortyapi.com/api/character/201",
            "https://rickandmortyapi.com/api/character/216",
            "https://rickandmortyapi.com/api/character/239",
            "https://rickandmortyapi.com/api/character/271",
            "https://rickandmortyapi.com/api/character/302",
            "https://rickandmortyapi.com/api/character/303",
            "https://rickandmortyapi.com/api/character/338",
            "https://rickandmortyapi.com/api/character/343",
            "https://rickandmortyapi.com/api/character/356",
            "https://rickandmortyapi.com/api/character/394"
        ]
    }
}
```

Root Object Schema

Llave	Tipo	Descripcion
id	Int	Id del personaje consultado
name	String	Nombre del personaje
status	String	Estado del personaje (Alive, Dead, Unknown, etc.)
species	String	Especie del personaje (Human, Zombie, Mythological Creature, etc.)
type	String	Tipo de sub especie del personaje (God, Devil, Monster, etc)
episode_count	Int	La cantidad de episodios donde el personaje aparece
origin	Object	Objeto con datos acerca del origen del personaje

Origin Object Schema

Llave	Tipo	Descripcion
name	String	Nombre del planeta de origen
url	String (url)	URL del planeta de origen
dimension	String	Nombre de la dimensión a la cual pertenece el planeta
residents	Array (urls)	URL de personajes que residen en el planeta

Adicionalmente te comento que en MobDev la calidad de software es muy importante, por lo que ver buenas prácticas como los principios SOLID, Clean Architecture y test suma puntos adicionales.