User	comment	pitch	game	chat	message
username	content	location	startHour	**game**	content
password	likes	opentime	**List(user)**	**List(message)**	**user**
List(comment)	**user**	**List(coment)**	**pitch**	**List(user)**	
List(pitch)	**pitch**	**List(game)**	**chat**		
List(game)					
List(chat)					
List(message)					

User	comment	pitch	game	chat	message
createUser()	createComment(user,pitch,content)	createPitch(location, opentime)	createGame(pitch)	createChat(game)	createMessage(user,chat,content)
deleteUser()	deleteComment()	editPitch()	editGame()	editChat()	editMessage()
editUser()	editComment()	deletePitch()	deleteGame()	deleteChat()	deleteMessage()
	like(user)		add(user)		
	checkLike(user)				

*comprobar que solo se puede dar like una vez, o que si le vuelves a dar se lo quita