Easy

1. How many systems does each faction control?
2. Find the commodity with the largest profit margin.
3. Find the system that sells a given commodity for the lowest price.
4. Find the system that buys a given commodity for the highest price.

Medium

1. Given a system and range, find the best commodity to buy and sell locally.
2. Find the nearest system that provides certain services.
3. Find all systems that are within X lightyears of System Y.
4. Find the rarest module and where to buy it.

Hard

1. Find the best path between two systems given the jump range of a ship.
2. Build aggregation of listings data to display, average cost of a given item, total supply, total demand, etc.

In addition, we will add a graph analytical query unique to neo4j.