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 the nearest station to sell at that contains black market.
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.