There will be two small Databases for my project. I do have them setup within the code of my project. They are as follows: Crafts and Items.

There are lots of items in Tarkov, many of which are needed for the craft list. I plan on creating a database of all of their current costs and names so that my software can use them accurately.

Secondly there are a lot of crafts in Tarkov as well, I plan on having each craft and the items,cost and time they take in order to make, to automate the research process for the user.

Both of these require access to the game and since I am not currently home, I am unable to fill the database with accurate information. That being said I have set up these databases as classes in my code for me to use when I return.

Crafts will have the parameters of: Item array craft items, item array result items, and time to craft. It will also have a few fields for it's class: roublesAnHour, craftCost, resultCost, time craftItems, and resultItems.

Items will have the parameters/field of: string name and int cost.

I plan on getting all of this information from the Escape From Tarkov wiki:
https://escapefromtarkov.fandom.com/wiki/Crafts

The database will have each item and craft listed in that wiki page, if time allows, I plan on storing information such as the hideout level needed to craft and which hideout section it is under.