I still have yet to do the research as to how to properly code a user interface in Java, I do have a few plans about what kind of UI that I am looking for.

To begin, I would look for a simple interface that would list the prices of all relevant items for trade and ask if they were still updated and correct (As the Escape From Tarkov video game has a player dominated market, so the price of items would rapidly change and thus would need to be updated frequently as well)

After confirming that all of the information is still relevant, The user could then choose from a myriad of options for the different kinds of information they are looking for. Such as: best craft for each location, best craft over/under x amount of hours, best craft under x amount of roubles starting cost.

The user would then select which option they would like to see and then view/use the information. They would have the option to then go back and view another set of options and restrictions.

This image that I found online that isn’t mine shows an approximation of what I would be looking for, for the results page

