Based on the provided information, here are the steps you have taken to create the database design:

1. Created the "Auctions" table:

* Added the following columns:
* auctions\_id (primary key) - representing the auction's ID, with data type int.
* date - representing the date of the auction, with data type date.
* place - representing the place of the auction, with data type varchar.
* time - representing the time of the auction, with data type time.

1. Created the "Sellers" table:

* Added the following columns:
* seller\_id (primary key) - representing the seller's ID, with data type int.
* address - representing the seller's address, with data type varchar.

1. Created the "Buyers" table:

* Added the following columns:
* buyer\_id (primary key) - representing the buyer's ID, with data type int.

1. Created the "Items" table:

* Added the following columns:
* item\_id (primary key) - representing the item's ID, with data type int.

1. Created the "Auction\_Item\_Sales" table:

* Added the following columns:
* sale\_id (primary key) - representing the sale's ID, with data type int.
* sale\_date - representing the date of the sale, with data type date.

1. Created the "Categories" table:

* Added the following columns:
* category\_id (primary key) - representing the category's ID, with data type int.
* category\_name - representing the name of the category, with data type varchar.

1. Created the "Item\_Categories" table:

* Added the following columns:

1. Created the "Auction\_Specifics" table:

* Added the following columns:
* auction\_id (foreign key referencing "Auctions.auctions\_id") - representing the ID of the auction associated with the specifics, with data type int.  
  Created the "Item\_Ownership" table:
* Added the following columns:
* item\_id (foreign key referencing "Items.item\_id") - representing the ID of the item associated with the owner, with data type int.
* owner\_id (foreign key referencing "Owners.owner\_id") - representing the ID of the owner associated with the item, with data type int.