**Title:** Implementing Steam Community Market.

**Abstract:**

The Steam Community Market is an online marketplace where gamers can buy and sell in-game items for a nominal amount. It is used by thousands of customers everyday and has a several thousands of items for sale. The value of items also varies widely, depending on the item’s properties.

In this project, we are going to implement this marketplace for a specific game via a web interface and a backend that uses a database. The key part of the project is to reverse engineer the database structure using what we know about it from the marketplace’s frontend. Another part is to connect the database with the rest of the website.