

OSRS Crafting Calculator

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What is your problem you're solving?

I want to know what the most profitable method of training a video game skill.

Why solve it?

- I would like to make money while leveling up a skill in a video game.
- There are other programs that do this for you but they charge a fee.

What is your project?

- A simple calculator that calculates the profit from all of the available crafting recipes at your level, takes costs of the materials and the price of the final product and determines the profit/loss.
- It then finds the top 10 most profitable recipes for crafting in the game. So the user can find the best way to train while making money.

What is your project currently doing?

- Finds your xp in the crafting skill.
- Turns the xp that you have into the actual level you have.
- Finds all the available crafting recipes at your level.
- It then gets their price at the grand exchange (the trading forum of the game)

What is your project currently not doing?

- It's not grabbing the materials from the OSRS wiki.
- Therefore it can't compare the price of the materials with the price of the final product.

What is your plan to fix these issues?

- Add an implementation of a function that gets the required materials, and can handle multiple steps in crafting recipes.
- After that I have the rest ready to go, I can plug the item ID's into a price fetcher.
- I will need to add the profit calculator method but that's as simple as $(\text{variable} + \text{variable}) - \text{variable}$.

Why should we continue to fund you?

- This program is clearly sought after since people are already paying good money for these answers.
- I could probably get it done in only another 10 hours of work.