Eve market aggregator and production cost profit analysis:

* Return JSON information in a selectable menu.
* If selection is a child JSON go to that JSON and display the information as a selectable menu.
* Simple numbered menus that display either the index number if applicable, otherwise set a index or other number option to make selection easier.
* First set a Region, constellation, system or station
* Keep location set at top of window for user to see what they selected.
* Then make a selection, for example a market item, display it and its buy/sell for a selected region/constellation/system.
* Otherwise display any pertinent information available.
* Handle empty market data for items in which there is no information available by either letting them expand their scope for location or change it.

Possible other features:

* Allow connection of player API to see how their skills might affect the production time or material costs.
* Return a savable table or similar file that displays this information to save for later reference.
* \*\*Unlikely advanced feature (it would be nice\*\* add or create a spread sheet with selections that dynamically stays up to date (a sort of favorites)
* Using these JSONs could make it possible to expand this to display planet and system information in its various forms of info: PvE, PvP, planets and/or moons and their types. Then possibly setup a similar application for Planetary interaction (also may be too much for this particular project).