Document listing possible questions that the bot asks to determine whether an item will become more profitable or not.

Do not remove questions, leave comments as an indented bullet points.

* How many people have bought/sold this item each day on average in our given timeframe?
  + Required question; uses an item’s purchase history to determine probability of value rising or falling.
* How much has an item been sold for? How has it changed recently over the given timeframe?
* How useful is this item?
  + Do useful items need to be predetermined?
  + May not be a viable question due to the need to manually ask this question for every item in the game.
* How easy is this item to farm?
  + This question is more relevant to if an item “should” be sold rather for part of a prediction of if it will become more profitable.
  + May not be a viable question due to the need to manually ask this question for every item in the game.