Hackathon

Day 1

Laying the foundation for my Furniture E-commerce Website

1. Marketplace Type

General E-commerce.

Purpose:
To create an online platform offering high-quality furniture with customization & delivery services, simplifying furniture shopping.

2. Business Goals:

To solve the problem of limited furniture options by offering customizable, affordable and varied designs.

Target audience:

→ **Primary:**
Homeowners/renters redesigning spaces

→ **Secondary**
   Businesses/startups seeking
   office furniture.

Products/Services:

▶ **Products:**
   Living room, bedroom, offices,
   and outdoor furniture.

▶ **Services:**
   Custom designs, assembly, delivery,
   & installation

Unique selling points:

Affordable pricing, eco-friendly
options, hassle-free delivery,
and personalized designs.

3. Data Schema:

Entities: Products, Orders, Customers, Delivery Zones, shipments, payments

Key fields:

- Products: ID, name, price, stock, category, tag

- Orders: Order ID, customer details, product list, status, timestamp.

- Customers: Customer ID, name, contact, address, order history.

- Delivery Zones: Zone name, coverage area, drivers

- Shipments: Shipment ID, order ID, status, delivery data

4. Relationships:

[Products] → [Orders] →

[Customers]

[Shipments] ← [Delivery Zones]
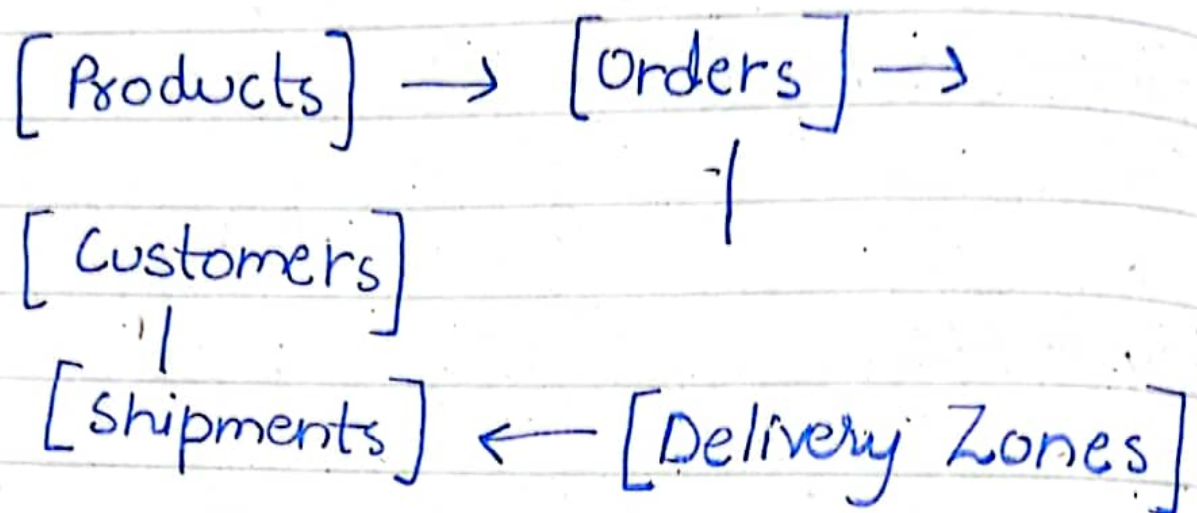
5. Testing:

→ Align schema with goals like inventory management & customer satisfaction

→ Validate workflows for browsing, orders, and delivery tracking