

Hackathon 3

Date: / /

Day 1: E-Commerce Market Place

"Project Plan"

⇒ The Purpose of My Market Place :-

My purpose is to simplify shopping with stylish and affordable options.

⇒ My Goal :-

I want to make my marketplace the Top online furniture destination for quality, affordability and Seamless Shopping.

⇒ Problem :-

The problems which I think people face while shopping.

1. Hard to find Stylish, affordable furniture.
2. Too many options and unclear pricing.
3. Trust issues for shopping online.

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> Solution :-

The Solutions my marketplace will provide:-

1. High quality and customizable furniture.
2. Competitive Pricing.
3. User-Friendly platform with reliable support.

=> Entities / Schema (Overview)

1. PRODUCT

• Fields:

- ProductId
- name
- price
- image
- stock

2. CUSTOMER

• Fields:

- CustomerId
- name
- email
- phone
- address

3. ORDER

- Field:

- Order ID
- customer
- products
- total Price
- Status

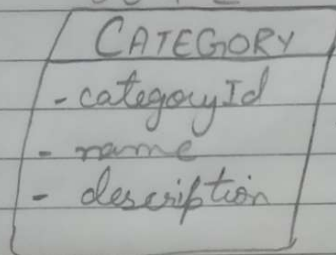
4. CATEGORY:

- Field:

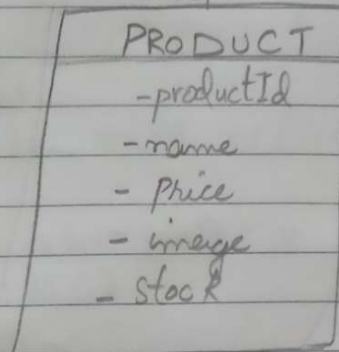
- Category ID
- name
- description

⇒ Entity Relationship Diagram:-

Step 1



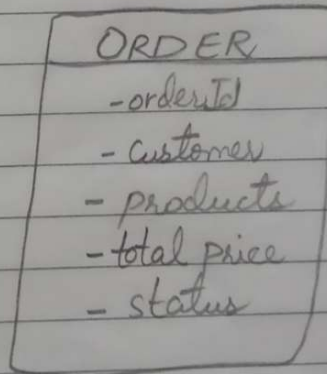
Step 2



STEP 1 - User will go on his desired category like Chain, tablets etc

STEP 2 - The products according to the selected category will appear

STEP 3 - Now, He will place an order of the product which he wants to buy.



STEP 4 - Our quick delivery service will deliver the product on the address which customer gave.

