Project 2:
E-commerce Application on IBM Cloud Foundry

Phase 1:

Problem Definition and Design Thinking

In this part we need to understand the problem statement and create a document on what have we understood and how will we proceed ahead with solving the problem. We think on a design and overall building of the application and present in form of a document.

Problem Definition:

The project is to build an artisanal e-commerce platform using IBM Cloud Foundry. The goal is to connect skilled artisans with a global audience, showcasing their handmade products and providing features like secure shopping carts, payment gateways, and an intuitive checkout process. This involves designing the e-commerce platform, implementing necessary features, and ensuring a seamless user experience. Also to ensure that both the seller and buyer are satisfied with the features and platform of this application.

Design Thinking:

- **Platform Design:**
  Design the platform layout with sections for product categories, individual product pages, shopping cart, checkout, and payment.
- **Product Showcase:**
  Create a database to store product information such as images, descriptions, prices, and categories.
- **User Authentication:**
  Implement user registration and authentication features to enable artisans and customers to access the platform.
- **Shopping Cart and Checkout:**
  Design and develop the shopping cart functionality and a smooth checkout process.
- **Payment Integration:**
  Integrate secure payment gateways to facilitate transactions.
- **User Experience:**
  Focus on providing an intuitive and visually appealing user experience for both artisans and customers.