

HACKATHON DAY 1:

Date _____

Marketplace Type & Purpose:-

Marketplace Type: General E-Commerce

Purpose: We aim to create a platform where people can easily buy furniture and home accessories.

Business Goals:-

Problem Statement: People spend a lot of time and energy searching for furniture and home accessories in various stores.

Target Audience: Our target audience include young professionals, couples, and families looking to decorate and furnish their homes.

Products/Service: We will offer furniture and home accessories, such as sofas, beds, dining table, chairs, decorative items, and lighting fixtures.

Unique Selling Point (USP): Our platform allows users to easily search and purchase product within their budget and style, with home delivery and installation services.

Why Choose E-commerce

E-commerce enables global reach with minimal costs and offers unmatched convenience through 24/7 accessibility and personalized experiences. Its ability to scale quickly and integrate advanced technologies ensures a competitive edge in modern markets.

Problem Solving Through E-commerce

Convenience: Solves time and location constraints by offering 24/7 access and doorstep delivery.

Variety: Provides a wide range of products from multiple categories on a single platform.

Affordability: Encourages competitive pricing with multiple sellers and discount options.

Trust and Security: Implements secure payment verification and buyer protection policies.

Step 5: Document your Schema

[Product]

- ID
- Name
- Price
- Stock
- Category

[Order]

- Order ID
- Customer Info
- Product Details
- Status
- Timestamp

[Customer]

- Customer ID
- Name
- Contact Info
- Address
- Order History

[Delivery Zone]

- Zone Name
- Coverage Area
- Assigned Drivers

[Shipment]

- Shipment ID
- Order ID
- status
- Delivery Date

[Payment]

- Payment ID
- Order ID
- Amount
- Method
- status