

# HACKATHON 3

## DAY-1

### *Business Focus Outcome:*

On Day 1 of Hackathon 3, participants focused on defining their marketplace vision, business goals, and core data schema using a paper-and-pencil approach. The objective was to clarify the mission, identify key stakeholders such as buyers, sellers, and admins, and structure essential data entities like users, products, orders, and reviews. Collaboration was encouraged for brainstorming, but individual submissions were required. This foundational work sets the stage for a well-structured and scalable marketplace, ensuring a clear road map for the next development phases.

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**QUARTER 2**

DAY: 1

Date 16-Jan-22

# "LAYING THE FOUNDATION FOR YOUR MARKETPLACE JOURNEY"

## \* STEP: 1

Choose Your Marketplace Type:

1. "Rental E-Commerce" (Furniture - Website)

PRIMARY PURPOSE: The primary purpose of a general e-commerce furniture website is to sell furniture to customers online.

1. Enable Online Shopping.
2. Showcase Furniture Products.
3. Enhance Customer Experience.
4. Build Brand Recognition and Trust.
5. Promote Deals and Offers.
6. Provide Customer Support.
7. Expand Market Reach.

## \* STEP : 2

### Define Business Goal:

1. BUSINESS GOAL: The business goal is to establish a user-friendly and efficient online marketplace that simplifies the furniture shopping experience, drives sales, and builds customer loyalty by offering high-quality furniture and home decor products.

### PROBLEMS DOES MARKETPLACE AIM TO

SOLVE: The market place aims to solve the inconvenience of furniture shopping by providing a seamless online platform that offers a wide variety of products, customization options, and reliable delivery, making it easier and more affordable for customers to furnish their spaces.

2. TARGET AUDIENCE: Our target Audience includes home owners and renters aged 25-45 seeking stylish, affordable furniture to furnish or redecorate their spaces. They value convenience, diverse product options, and customization. We also cater to small business owners and interior designers needing functional and personalized furniture solutions, offering tools like virtual placement and customization for a seamless shopping experience.

6. CUSTOMER SUPPORT: 24/7 customer service, hassle-free returns, and warranty guarantees.

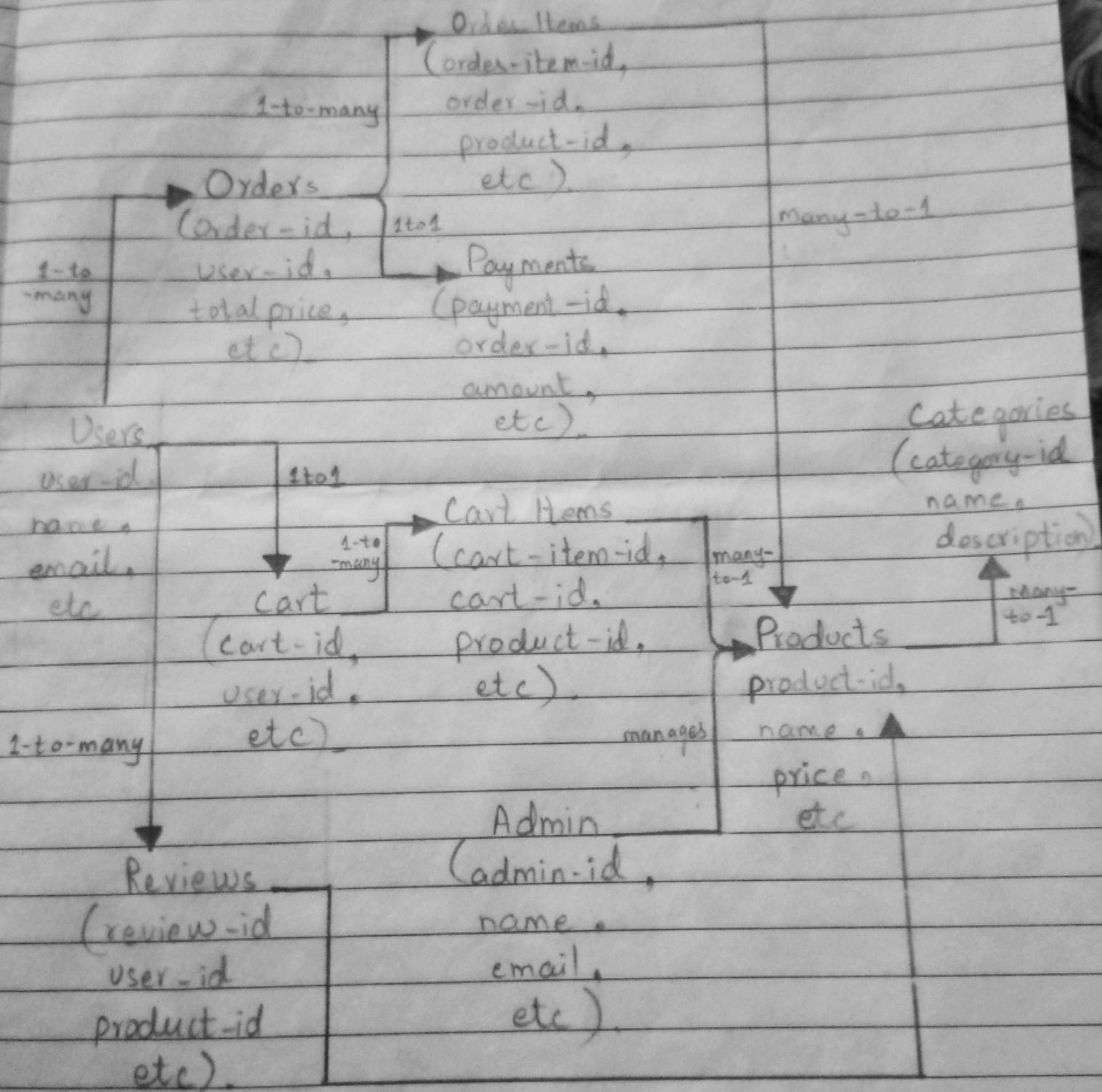
### \* DATA SCHEMA: (STEP 3)

#### 1. ENTITIES IN A FURNITURE E-COMMERCE MARKETPLACE:

1. Users:	2. Products:	3. Categories:
user_id name email phone_no. address created_at order-history	products_id name price stock_quantity category_id created_at tags	category_id name description
4. Orders:	5. Orders-items:	6. Reviews:
order_id user_id order_status total_price created_at	Order_item_id Order_id product_id quantity price_per_unit.	review_id user_id product_id rating review_text
7. Cart:	8. Cart-Items:	9. Payments:
cart_id user_id created_at	cart-item-id cart-id product-id quantity	Payment_id Order_id amount payment_status
10. Delivery Zone:	11. Shipment:	
zone_id name delivery-time shipping-costs region-covered	shipment_id order_id zone_id tracking_number delivery-status	

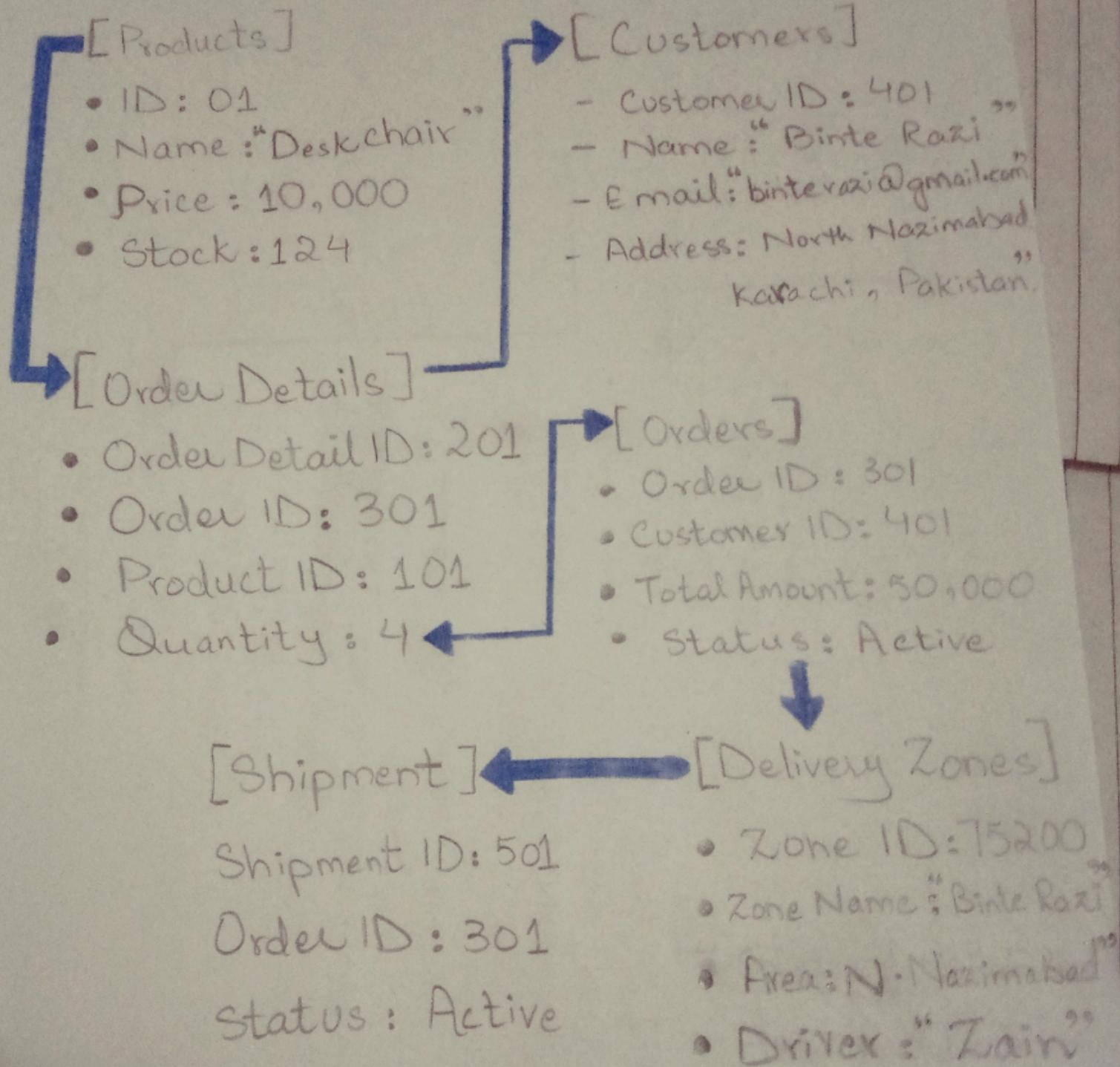
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## \* DRAW RELATIONSHIPS BETWEEN ENTITIES:



## SELF VALIDATION CHECK LIST

### STEP 3: CREATE A DATA SCHEMA:



### SELF VALIDATION CHECKLIST:

DRAW RELATIONSHIP BETWEEN ENTITIES:

