

Basic UNDERSTANDINGS & GOALS TO LAUNCH A MARKETPLACE PROJECT.

Step: 01 :: Choose Your Marketplace Type:

The Type of my Marketplace is General Q-Commerce (Quick Commerce).

Purpose:: The purpose of my marketplace project is to deliver a fast and quick food, medicine and groceries to the customers.

Step: 02 :: Business Goals::

1) What problem of society does it solve::

This project will help people to easily order food by browsing the menu of restaurant, real-time tracking of food and get quick delivery and pickup.

2- Target Audience:-

Target Audience of my project:

- i) Busy Professionals.
- ii) Students
- iii) Food enthusiasts who value quality meals delivered quickly.

3- Product and Services

We will offer a wide variety of freshly prepared meals, snacks and beverages for dine-in, takeout and delivery. Additionally, we provide service of online table reservation.

4- What st helps us to stand out in market?

Our project stand out with fast delivery, affordable pricing, and customized menu. We offer customer to customize their food with their own taste.

Step-03: Data Schemas:-

1) Entities of my Project:-

i) Products (Menu Item):-

ii) Staff

iii) Customers

iv) Orders

v) Reservations

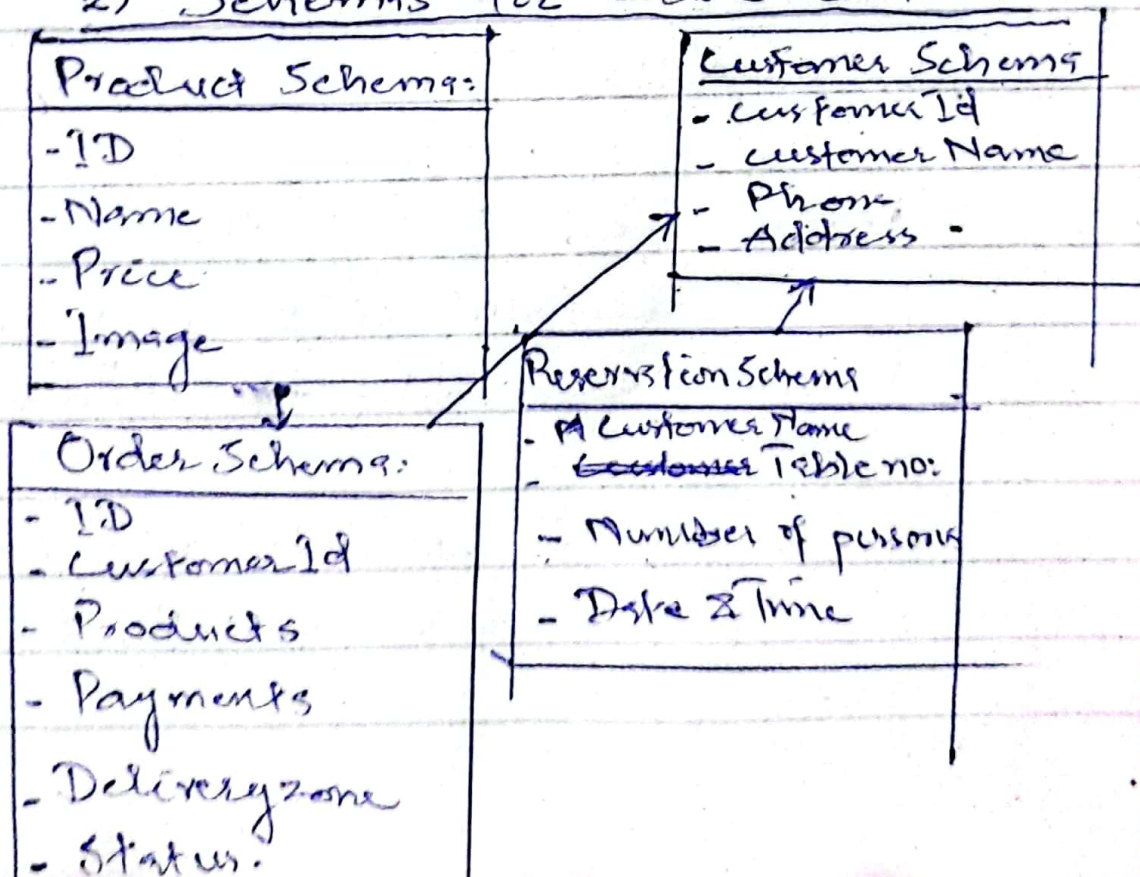
vi) Delivery zones

vii) Payments

viii) Shipments

ix) Feedback & Reviews

2) Schemas for above Entities:-



Feedback & Review Schemas.

- Customer Name
- Comments/Feedback

Shipment Schemas.

- Shipment ID
- Shipment Status
- Order ID.

Delivery Zone

- Zone Name
- Covering Area.
- Driver for zone

Staff Schemas.

- Name
- Designation.

- Products are linked to orders.
- Orders associated with customers.
- Reservation are also associated with customers.
- Shipment is associated with delivery zone & they both used to track orders.