PROBLEM ARCHITECTURE

DATE	01 OCTOBER 2022
TEAM ID	PNT2022TMID49721
PROJECT NAME	Retail Store Stock Inventory Analytics
MAXIMUM MARKS	4 MARKS

Shop System

Services (Payments,logistics)

Catalogue

Cart

Check -out

Backend

Customer

Supplier

B2B Gateway

Core Entity Management

Web content

Product information

ERP

Analytics And BI

Logistics

Stock management

Consignment

Stock receipt

Return Shipments

Service Customer (Retail Chain)

Cash Desk PC Store 1 / Cash Desk 1

RetailSolution Client

Cash Desk PC Store n / Cash Desk m

RetailSolution Client

Service Provider

Main Server

Payment Service

Inventory Service

Database Server

Inventory

External Service Provider(s)

Bank Server

Bank Service

Retail Chain Enterprise

Inter-store interactions

Retail Store Boundary

Seamless supplier sourcing

Warehousing Systems

Back-office Systems

Supplier Sourcing Systems (B2B)

Internal Systems

Fast, responsive internal ops

Inventory Systems

Financial/ HR & Other Systems

Employees

Suppliers

Manufacturers

Intermediaries

Efficient, self-service consumer touchpoints

In-Store Device Touchpoints

Fixed POS/ Kiosk

Price Checker

Self-Checkout

Fast & efficient interactions

Point-of-Sale System

Ecosystem Services

Senior Citizens' Benefit Providers

Lottery Provider

Text

In-Store Shoppers

Online presence, secure access & payments

Hybrid Store (Physical+Digital) Eg: AmazonGO

Digital Store

Consumer Mobile

E-Commerce Website

Order online Fulfill Anywhere

Integrated customer experiences

Omnichannel experiences

Delivery Partners

Shoppers

Legend:
- *Desired business objectives*
- *Retail systems*
- *Digital Store components*
- *External systems*

Logistics companies

Shared-economy delivery

Store delivery service