PROBLEM ARCHITECTURE

DATE	31 OCTOBER 2022
TEAM ID	PNT2022TMID54334
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

Logistics
- Stock management
- Consignment
- Stock receipt
- Return Shipments

Analytics And BI

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

Suppliers

Inter-store interactions

Retail Store Boundary

Seamless supplier sourcing

Supplier Sourcing Systems (B2B)

Warehousing Systems

Back-office Systems

Internal Systems

Manufacturers

Inventory Systems

Financial/ HR & Other Systems

Fast, responsive internal ops

Employees

Intermediaries

Efficient, self-service consumer touchpoints

In-Store Device Touchpoints

Fixed POS/ Kiosk

Price Checker

Self-Checkout

Text

Point-of-Sale System

Fast & efficient interactions

Ecosystem Services

Senior Citizens' Benefit Providers

Lottery Provider

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