### Hackathon Day #01

# LAYING THE FOUNDATION FOR YOUR MARKETPLACE JOURNEY

#### **Objective:**

#### By the end of today, We will:

- 1. Understand the key diU'erences between e-commerce, q-commerce, and rental e-commerce.
- 2. Learn the essential business jargon used in these domains.
- 3. Define your marketplace type and write down your business goals and initial ideas.
- 4. Start brainstorming your data schema on paper and identify core business entities.

	MarketPlace type
The second second	What type of Marketplace are you building? Greneral E-Commerce (Traditional online snopping platforms)
Product Categoria Shoes Clothing Jewelty Toys	E-commerce  Market Place  Target  Audience  Key Marketing Global  features Strategy Costumer  Cashon Costumer Social Fashion and  deleivery Support media Style  Secure live Chat Influencer Enthusiasts  Payment Help Email Tech  System Center Morketing Enthusiasts  Return 4 · 24 17  Exchange costumer  Service.

# Define your buisness Goals

Question: What Problem does your marketplace Solver

Answer: Previously a product costing
4000 was sold for 6000 due to rent
and utility bills. Now It's available
for 4000 without those extra costs. Just
Because of website.

Answer: fashion and style Enthusiasts those always looking for new trendy

Products. Especially Shoes buyers.

Questions what makes your marketplace

Answer: 100% authentic Products,
exclusive discount, cash on,
fast delivery.

## Buisness Groals

- \_-> [Problem]
  \_\_Costumer need authentic Nik Shoes in
- \_->[Target]
  \_fashion and Style enthusiasts
  Especially Shoes buyers.
- ---> [Products]
  ---> [Products]
  ---> Casual, Running, Sports all types
  of Shoes
- ---> Onique features]
  ----> Exclusive discount, Cashon, fast
  delivery, Authentic Products.

and their relations	e main entities actionship:
Product I  -ID  -Name -Price -!  Lorder I  - Order ID - Product ID - Quantity - Colour	