

HACKATHON 3 (DAY 1)

Date: 15-01-25

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DAY 1 Laying the foundation for my Market Place Journey.

STEP 1: MARKET PLACE TYPE

"General E-Commerce Marketplace Type"

PURPOSE:-

Create an online platform where people can conveniently purchase quality products (Furniture, Fashion items, electronics etc) and have them delivered to their homes.

STEP 2: BUSINESS GOALS

Problem Solved:

- * Saves time and effort compared to shopping in physical markets.
- * Provide fast and convenient delivery.
- * Fulfills the demand for quality and affordable products.

Target Audience:

Urban & Suburban professionals and families.
Customers who prefer shopping from home.

Products / Services Offered:-

- ★ Multi-category products. (furniture, clothing, accessories etc)
- ★ Discounts & Seasonal Sales.
- ★ Free delivery & hassle-free return.

Uniqueness:-

- ★ A wide range of products available on a single platform.
- ★ Augmented Reality (AR) tools for products visualization (optional).
- ★ Personalized recommendations based on customer preferences.

STEP 3: DATA SCHEMA

Entities:

Fields:

- | | |
|--------------|---------------|
| • Product ID | • Name |
| • Price | • Stock |
| • Category | • Description |

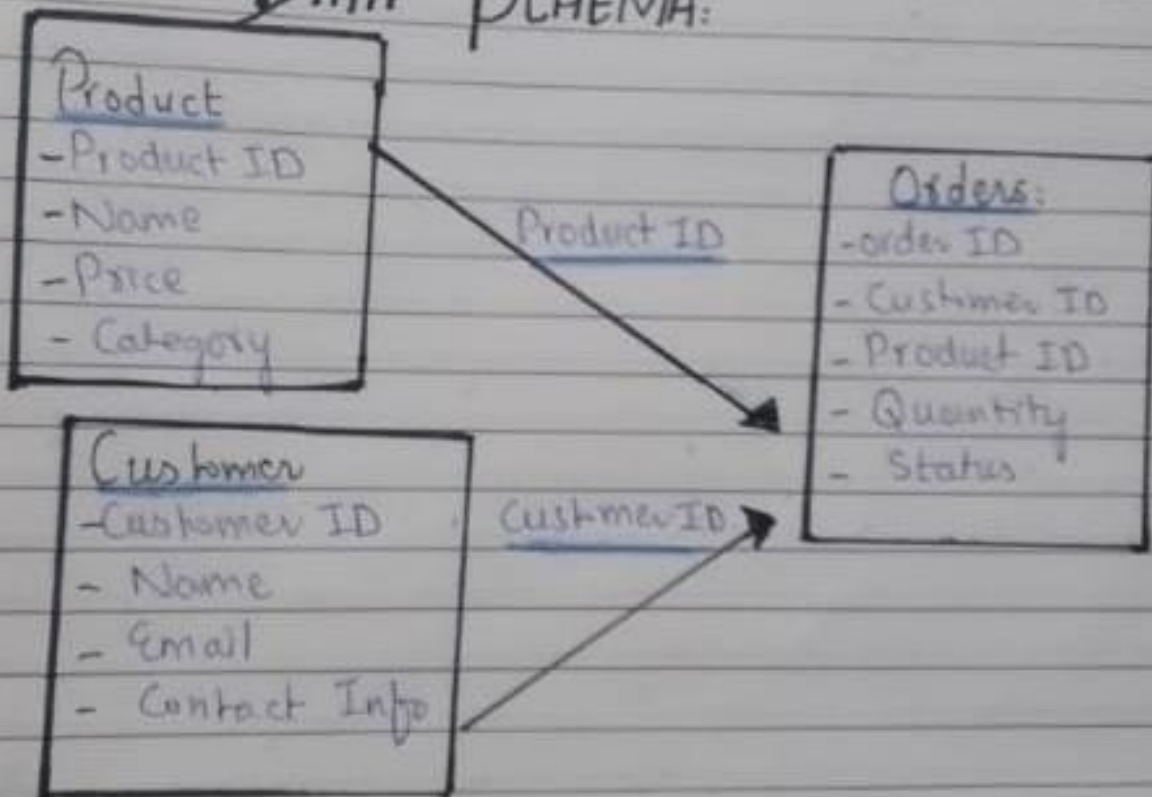
Orders:

- | | |
|---------------|---------------|
| • Order ID | • Product ID |
| • Customer ID | • Order Date |
| • Quantity | • Total price |

Customers:

- Customer ID
- Name
- Address
- Email
- Phone

DATA SCHEMA:



RELATIONSHIPS:

- A Customer can place multiple Orders.
- Each Order includes one or more Products.