DAY 1: LAYING THE FOUNDATION MARKETPLACE JOURNEY

EliteBuy - Mobile eCommerce Marketplace

Problem that Marketplace Aims to solve:

- High price of new smartphones make them unaffordable for many users.

- Limited access to quality used smartphones at reasonable prices.

- Difficulty in finding budget friendly smartphones with good camera and gaming performance.

Target Audience:

- Mobile gamers looking for affordable yet powerful smartphones.

- Photography enthusiasts seeking budget friendly smartphones with good camera.

- General buyers searching for new and used smartphones at low prices.

6. Delivery Zones
- id (Primary Key)
- zone_name
- shipping_fee
- estimated ~~items~~ time

7. Payments
- id (primary Key)
- order_id
- customer_id
- amount
- Payment method
- payment_status
- Payment_date

Relationship Between Entities:

Customers —> Orders (One-to-Many)
Orders —> Order items (One-to-Many)
Orders —> Shipments (One-to-one)
Orders —> Payments (One-to-one)
~~Orders —>~~
Products —> Order Items (One-to-Many)
Shipments —> Delivery Zone (Many-to-One)

Product and Services Offered:

- Electronics:
  Mobile and smartphones at discount rates.

- Affordability:
  Competitive pricing for both new and used devices.

- Speed:
  Fast and Seamless shopping experience.

- Customization:
  Options for different budgets, brands, and specification.

3. Orders (orders)

- id (Primary Key)
- customer_id (foreign Key --> customer.id)
- total_amount
- Status (Pending, Shipped, Delivered, Canceled)
- order_date

4. Orders Item:

- id (Primary Key)
- order_id
- Product id
- quantity
- Price_at_purchase

5. Shipments

- id (Primary Key)
- order_id
- tracking_number
- delivery_status
- estimated delivery
- delivery_zone_id