

Marketplace

Business Goals

E-Commerce :-

The primary purpose of E-Commerce marketplace is to establish a virtual store for your business in the digital world, enabling people to learn more about your business through electronic social media globally. So that your business grows and generates more sales.

What problem your marketplace aims to solve?

Consumer faces difficulties when buying ^{furniture} ~~sets~~ from traditional stores, such as the challenge of finding a variety of options. They often need to visit multiple stores and sellers.

to explore different ^{furniture} sofas. Once they find a suitable option, the problem lies in the quality. If the quality is good, the price may be uncomfortable. Return processes at traditional stores can become a headache.

- One marketplace aims to provide users with a seamless shopping experience by offering a variety of affordable sofas and chairs with clear return policies, delivery direct to their door step. We save consumer time by providing them everything online, with clear images, video sizes, colors and dimensions it's a convenient online experience where users can make a purchase on one click.

What kind of target audience you market gonna target:-

• B2B

• B2C

• International shoppers

B2B

Companies looking for variety of affordable sofas, chairs, tables etc. in bulk i.e. Hotels, Restaurants, Small Startups, food carts etc.

B2C

Individual looking for variety, convenience and price friendly products. This range lies between 20 - 65 years old.

International Consumers:-

In many western countries, furniture prices can be exceptionally high we want to bridge

fill this gap by offering premium, high quality furniture from Pakistan giving our international customers a cost-effective alternative without compromising on quality.

3 What product do you offer?

We specialize in offering a wide range of high quality furniture to meet the diverse need of our customers. our product range includes

- ~~Living room furniture i.e. sofa, dining table~~
Sofa's
- Tables
- Dining tables
- Chairs
- Desks
- outdoor sitting tables and chairs etc.

Data Schema:-

- Identifying the entities in ~~my~~ ^{my} market place.

Entities means the components in my market place that interacts with each other.

Products:-

Represents the items available for purchase on platform

Consumer:-

User who purchase the product.

Order:-

Order is the record of the consumer & the product they purchased, it includes the details like, who bought the product, what product do they purchased, price of product, quantity, order status, etc, so basically it is the full record of consumer transaction and the details of the product they buy.

Delivery Zone:

Areas covered by the service provider which is based on the from which location order is received received

Shipment:

As the delivery zone decided, then Shipment comes in which tracks the movement of item from warehouse to the delivery location.

Payments:-

Tracks transaction and payment statuses.

Relation b/w entities

1) Products

ID, Name, Price, Stock
Colors, Sizes, Category,
dimensions, tags



2) Consumers:

ID, Name, Info, order-history

As Consumer purchased a product then 3 things happen



order, delivery-zone, shipment

3) Order:-

ID, Consumer (Info), Product details
order-status, time of order, payment-
method, Shipping Charges.

4) Delivery zone:-

Zone-name & ID, coverage Area
assigned delivery, assigned driver

5 Shipments:

ID, order-ID, Status Delivery date

note:

one there will be a product two a consumer purchased that product and a order generated based on address defined in the order a delivery zone decided the shipping starts.

