

1 | HACKATHON

DAY #1

"Laying The Foundation
For Your Marketplace Journey"

BY : Muhammad Sarim

Roll No : 00346832

Tuesday 7 to 10 PM

⇒ Marketplace Type.

• I am choosing General E-Commerce.

⇒ Document and describe primary purpose.

• A General E-Commerce platform is the most fitting option as it will allow the furniture brand to sell products directly to customers online. It will serve as a digital storefront for browsing and purchasing various furniture items, such as chairs, tables and home decor. This type of market place supports product listing, order fulfilment, and customer management, making it perfect for a furniture business.

DEFINE YOUR BUSINESS GOALS

⇒ What problem does your marketplace aim to solve?

• Customers struggle to find reliable, stylish, and affordable furniture online, facing challenges like limited variety, difficulty visualizing products in their space, and delayed deliveries.

→ Our e-commerce market place provides a mixed selection of stylish, high-quality furniture at competitive prices, along with a customization option for the customers seeking luxurious furniture. This ensures accessibility for budget conscious buyers and a premium experience for those who value exclusivity and personalization. We also ensure timely delivery and user friendly platform to enhance the overall customer experience and satisfaction.

⇒ Target Audience

→ Our target audience includes homeowners, renters and interior designers seeking high quality, stylish furniture. Additionally, we cater to customers who desire luxurious, customized furniture for their unique spaces and preferences.

⇒ Products/Services

→ We will offer a wide range of premium furniture items, including chairs, tables, sofas, lamps, and decorative accessories. Additionally, we will provide customization services for luxurious furniture,

enabling customers to design unique pieces tailored to their style and requirements.

⇒ Making My Marketplace Unique and Distinctive

→ Ready-Made Furniture with Fast Delivery :-

Customers can purchase pre-designed furniture with a promise of quick and efficient delivery.

→ 7-Day Return Policy :-

Customers can return undamaged products within 7 days.

→ Cashback Rewards :-

Every order earns cashback, which customers can use on their next purchase, encouraging loyalty.

→ Complete Furniture Set at Discounted Rates:-

Bundled options of furniture sets at reduced prices, ensuring value for money.

→ Customization for Luxury Furniture :-

High-end customization options, including type of wood, fabric material, and personalized design. While this section offers exclusivity, it comes with a higher price and a no-return policy.

→ Tailored Services for Interior Designers :-

Exclusive options and discounts for interior designers to cater their bulk and creative needs, making our market place a go-to destination for professionals.

DATA SCHEMA

ENTITIES

1. Products

- Product ID (primary key)
- Product Name
- Price
- Description
- Stock Quantity
- Customization options

2. Customers

- Customer ID (Primary key)
- Customer Name
- Email
- Phone Number
- Customer Address

3. Orders

- Order ID (primary key)
- Customer ID (foreign key)
- Delivery Date
- Delivery Address (can be different from Customer's main address)

4. Payment

- Payment ID (Primary key)
- Order ID (Foreign key)
- Payment Method (cash/card)
- Payment Amount
- Payment Status (paid/unpaid)

5. Delivery Zones

- Zone ID (Primary key)
- Delivery Address
- Delivery Charges

6. Reviews / Feedback

- Review ID (Primary key)
- Product ID (foreign key)
- Order ID (Foreign key)
- Customer ID (Foreign key)
- Rating
- Review Text
- Date

Q: What is a Primary key?

A unique identifier for each record.

Q: What is a foreign key?

When a primary key of one table comes in another table, it becomes a foreign key.

RELATIONSHIP BETWEEN ENTITIES

TYPES OF RELATIONSHIPS:

1. One - to - One (1:1)

→ One thing connects exactly to one other thing.

→ Example: One Order has one Payment.

2. One - to - Many (1:M)

→ One thing connects to many other

→ Example: One Customer can place many Orders, but each order belongs to just one Customer.

3. Many - to - Many (M:M)

→ Many things can connect to many things

→ Example: A Product can be in many Orders and an Order can have many Products. This needs a connecting table, like Order Items.

RELATIONSHIPS IN MY MARKETPLACE:

1. Products and Orders:

- > Many : Many (M:M), Many to Many
- > As one product can be in many orders, Many products in one Order.

2. Customer & Orders:

Many to Many

3. Customer & Reviews:

One to Many

4. Product & Reviews:

One to Many

5. Orders & Payments:

One to One

6. Delivery Zones & Orders:

One to Many

Date _____

