

Q-Commerce Hackathon-3

Day 01:

Step 1: Choose Marketplace:

Choice:

Q-Commerce (Quick Commerce)

Primary Purpose:

The primary purpose of my Q-Commerce is to offer fresh meal with a rapid delivery. The food business remain resilient even during economic downturns.

Step 2: Bussiness Goals:

1. What Problem Does Your Marketplace Aim To Solve?

Aim to provide fresh quality food on reliable platform. Allowing customer to browse the restaurant menu easily that can help them to order fastly and save their time and efforts.

2. Who is Your Target Audience?

Target those students who live in hostels and are also a restaurant foods lovers. Office workers who wants fresh foods in lunch. And also those ladies who want a fresh groceries and hyGINE food with in 1 to 2 hours.

3. What Products/Services Will Be Offered?

- Quick order packaging.
- Different foods variety in affordable price.
- Comfortable and friendly environment.
- Customization as a customer want.

4. How is Your Marketplace Unique?

Can stand out in the market place with given quality foods, fast services, comfortable environment, affordable pricing, and ultra- fast deliver.

Step 3: Data Schema:

Product Data:

1. Products Id,
2. Product Name,
3. Description,
4. Price,
5. Category
6. Quantity

Order Data:

1. Order Id,
2. Customer Id,
3. Product Ordered,
4. Total Amount,
5. Payment Status,
6. Data Ordered,
7. Payment Status

Customer Data:

1. Customer Id,
2. Full Name,
3. Email,
4. Phone Number,
5. Address

Rider Data:

1. Rider Id,
2. Name,
3. Contact Info

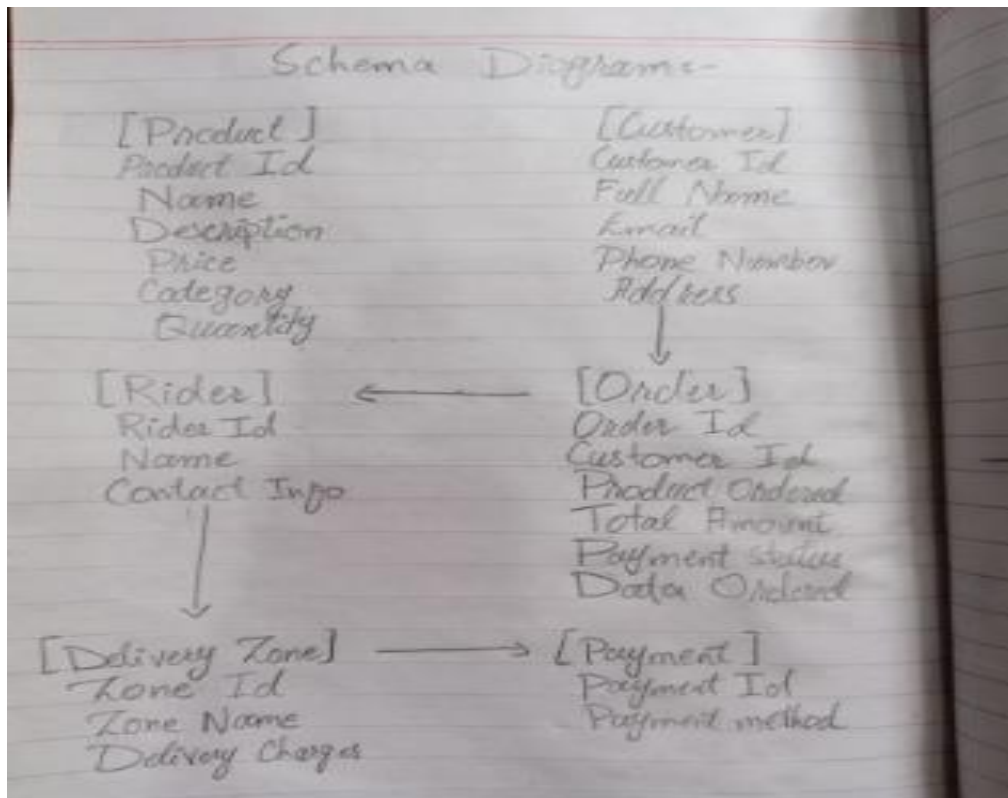
Delivery Zone Data:

1. Zone Id,
2. Zone Name,
3. Delivery Charges

Payment Data:

1. Payment Id,
2. Payment Method

Schema Diagram:



Relation Ship Between Entities:

- Products are linked to customers.
- Customers are linked to order.
- Order are linked to riders.
- Rider are linked to delivery zone.
- Delivery zone are linked to payment.