DAY 1 ASSIGNMENT Furniture Marketplace Plan Step 1: Choose Marketplace Type and purpose Marketplace Type: Furniture Purpose: The goal is to create a platform that connects customers with high-quality turniture options to their homes & oxices The marketplace will provide a seamlers shopping enferience with a variety of styles, customizations. I delivery options to meet diverse customer needs. Step 2: Define Business Goals 1. Problem to Solve: Many customers face challenges in tinding modern, durable, and customizable furniture in one place. Our platform will simplify this by offering a culated selection with delivery and assembly options. · leban proxessionals turnishing their apartments or oxices.

· Families looking to a durable and approbable turnitale.

· Interior designers seeking unique, lutomisable turniture. 2. Target Audience: 3-Products and Services Offered:

Products: Sofas, chairs, tables, beds, shelves, etc.

Services: Customization, delivery, and assembly.

4. How it's Unique:

A wick selection of customizable fulniture styles.

User-priendly design tools for custom orders.

Eco-priendly materials and sustainable sourcing.

Competitive pricing with plenible payment plans. Step 3: Data Schema Design Below is the data schema too the Furniture Marketplace with essential entities and their relationships: Entities & Their Fields: 1. Products: · PeoductID (Unique identifies). · Name (Name of the product). · Description (Details of the product).

· Price (Cost of the product).

· Stock (Available quantity).

· Category (Type of furniture, e.g., sofa, bed). 2. Older: · OlderID (Unique identifier). · Customer ID (linked to the customer placing the order)
· Product ID (linked to the purchased product)
· Buentity (Number of items ordered)



