

Hackathon: 03

Step: 01 | Marketplace Type

Market place: Rental Ecommerce with purchase option

Primary purpose: To give clients an affordable choice for getting furniture without purchasing it. If a customer wants to purchase the furniture, they can purchase it completely or rent it for a limited time. This model provide long term sustainability and affordability.

Step: 02 | Business Goal

Q¹ What problem does your marketplace aim to solve?

- Flexibility: Short-term user, startups or temporary housing, usually require furniture.
- Sustainability: Supports furniture reusability.
- Convenience: Provides clients with the option to easily switch from rental to purchase by offering rental and purchase option.

Q² Who is your target audience?

- Startup or businesses needing temporary office furniture.
- Event planners require short-term furniture rentals.

Q³ What Product or services will you offer?

• Rental products:

All furniture like Livingroom furniture, Bedroom furniture, office furniture etc

• Purchase products:

- New furniture for long term use.
- Refurbished furniture at discounted rates

• Services:

- Delivery and assembly for both rental and purchases.
- Free maintenance for rented furniture.

Q⁴ What will set your marketplace apart?

- Affordability: Flexible rental furniture that begin at competitive rates.
- Sustainability: Increase reusability of furniture.
- Customization: Choice of furniture color, material and rental terms.
- Convenience: Provide customer with option to switch from rental to purchase.

Step: 03 | Data schema

[Product]

- ID
- Name
- Category
- Rental price
- Purchase Price
- Availability

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[Order]

- Order ID
- Product ID
- Quantity
- Type (Rent/Purchase)

→ [customer]

- Customer ID
- Name
- Contact Info

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[Rental contract]

- Contract ID
- Start Date
- End Date
- Monthly Rate

→ [shipment]

- Shipment ID
- Order ID
- Delivery Date
- Status