

5. Launch and Maintenance

Beta Testing:

- · Test with a small group of sellers and
- · Focus on usability, performance, and buyers.

feedback.

Marketing and Onboarding:

- · Create video tutorials for sellers.
- homeowners and interior designers. · Use social media ads targeting

· Analytics and Monitoring:

 Tools like Google Analytics and Mixpanel to monitor user behavior.

Regular Updates:

Fix bugs, add features, and stay

competitive in the market.

2. Identifying Core Requirements

Market Research:

- Study user behavior and buying patterns for furniture online.
- platforms (e.g., limited variety, poor · Identify gaps in current furniture

Target Audience:

delivery).

- Homeowners, interior designers, businesses, and retailers.
- **Business Model:**
- B2C (Business to Consumer): Selling directly to customers.

• C2C (Consumer to Consumer): Individuals selling used furniture.

· Revenue Models:

- Commission-Based: Charge sellers a percentage of sales.
- Subscription Plans: Monthly/annual plans for premium sellers.
- Featured Listings: Charge for highlighting specific products.

Gateways (Stripe, PayPal) and Shipping · Connect external services like Payment APIS (DHL, FedEx).

7. Cloud Hosting:

 Ensures scalability and performance using platforms like AWS or Google Cloud.

8. Beta Testing:

 A crucial step to refine the platform before launch.

9. Analytics & Maintenance:

Tracks performance and user behavior to make improvements.

10. Marketing & Onboarding:

• Focuses on promoting the platform and educating users.

4. Key Features

· Product Management:

- Categories: Living Room, Bedroom, Office, Outdoor.
- Upload Portal: Allow sellers to add furniture details, images, and stock info.

· Search and Filters:

 Advanced search with filters for price, material, size, and delivery options.

Secure Payments:

• Support multiple payment methods: Credit Cards, Bank Transfers, Digital

Wallets.

High-resolution images and 3D models for an immersive shopping experience.

3D Furniture View:

AR Integration:

· Enable customers to visualize furniture in their rooms using mobile cameras.

· User Accounts:

Profiles for buyers and sellers with order

Technical Foundation for Furniture Marketplace

1. Introduction

- · Objective: Develop an online platform to connect furniture sellers and buyers.
- Goal: Offer an efficient, user-friendly, and secure platform for showcasing, buying, and selling furniture.

Special Features:

- · High-quality images and 3D views of furniture.
- · Advanced filters (e.g., price, color, material, size).
- Augmented Reality (AR) feature for visualizing furniture in real spaces.

Explanation of the Diagram:

1. Furniture Marketplace (Central Node):

· The core platform, integrating all

components.

2. Frontend:

· Manages the user interface, ensuring a seamless experience for buyers and

sellers.

3. Backend:

 Handles core functionalities like product management, user accounts, and key features.

· Stores all information, such as product 4. Database:

details, user data, and order history.

• Divided into **Product Categories** like Living Room, Bedroom, Office, and Outdoor.

Key Features:

Includes essential functionalities such

3. Technology Stack

· Frontend (User Interface):

- · Framework: React.js or Next.js for responsive design.
- Mobile Compatibility: Use Tailwind CSS or Bootstrap for mobile-friendly designs.

Backend (Server-side):

- Framework: Node.js with Express.js for API handling.
- Features: Handle product uploads, orders, and user management.

· Database:

- Relational Database: PostgreSQL or MySQL for structured product details.
- NoSQL Database: MongoDB for flexible and scalable data (e.g., product reviews).

· Hosting & Scalability:

- Cloud Platforms: AWS, Google Cloud, or Azure.
- Use Content Delivery Networks (CDNs) to ensure fast loading (e.g., Cloudflare).