Day 1: Foundation of Marketplace

Marketplace Type:

Q-Commerce

Primary purpose:

Create a platform where people in remote areas can order groceries and medicines quickly from local galleries. The aim is to provide a reliable and user-friendly solution for those unable to shop in person due to time constraints or lack of awareness about home delivery services.

Business Goals:

1. What problem does your marketplace aim to solve?

People in my area struggle to get groceries quickly because they don't know galleries offer home delivery, or those who can shop for them are often unavailable. Your platform bridges this gap.

- 2. Who is your target audience?
- Residents specific sectors in Bahria Town.
- People who need groceries delivered quickly.
- Working professionals, busy parents, or elderly individuals.

3. What products or services will you offer?

Groceries: Vegetables, fruits, packaged food, snacks, household essentials.

4. What will set your marketplace apart?

- **Speed:** Focus on fast delivery within specific sectors.
- Convenience: Easy percent selection and product browsing based on galleries in those sectors.
- Clarity: Inform users about available delivery services in their areas

Entities for my Marketplace:

Here are the main entities I will include:

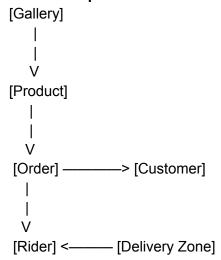
- 1. Galleries
 - Fields: GalleryID, Name, Location, AvailableProducts
- 2. Products
 - **Fields**: ProductID, Name, Price, Stock, Category, GalleryID (which gallery is offering it)
- 3. Customers
 - Fields: CustomerID, Name, ContactInfo, Address, OrderHistory
- 4. Orders

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- **Fields**: OrderID, CustomerID, GalleryID, ProductDetails, OrderStatus, Timestamp
- 5. Riders (Delivery Personnel)
 - Fields: RiderID, Name, ContactInfo, AssignedOrders
- 6. **Delivery Zones** (optional but helpful)
 - Fields: ZoneID, ZoneName, CoverageArea, AssignedRiders

Relationships Between Entities:



- Gallery has many Products.
- **Product** is part of an **Order**.
- Customer places many Orders.
- Order is assigned a Rider.
- **Delivery Zone** helps track which **Rider** is assigned to deliver the **Order**.