

PLANS FOR MARKETPLACE PROJECT

[HACKATHON - 03]

— TYPE :

E-COMMERCE WEBSITE.

— PURPOSE —

I chose to create an e-commerce website because it allows customers to browse & buy furniture from anywhere, anytime. E-commerce is more suitable for furniture as customers prefer detailed product options, reviews, and delivery scheduling.

— BUSINESS GOALS :

(1) - ANALYZE THE PROBLEM :-

This website solves common market problems such as;

⇒ **PROBLEM:** Lack of variety in physical stores.

⇒ **SOLUTION:** Provide a vast collection of furniture styles, sizes, and designs in one place.

=> **PROBLEMS :** Difficulty comparing prices & designs in one place.

=> **SOLUTION :** Offer affordable and reliable delivery options with tracking services.

=> **PROBLEM :** Time wasted visiting physical stores.

=> **SOLUTION :** Create a user-friendly website with categories and filters for quick & easy browsing.

(2) - TARGET AUDIENCE :-

- Families upgrading home interiors.
- Offices needing ergonomic furniture.
- Students or renters seeking affordable furniture options.

(3)-PRODUCT OFFERED :-

► CHAIRS :

- Dining chairs.
- Armchairs.
- Office chairs.

► SOFA :

- Sleeper sofa.
- Sectional sofa.
- Couch sofa.

► SMART DEVICES :

- Headphones.
- Smart watch.
- Bags.

•-DATA SCHEMA FOR MARKET PLACE:

► PRODUCTS :

- Name
- Description
- Stock image
- Price
- Color
- Quantity
- Special I.D

► ORDERS :

- Order I.D
- Customer Information
- Shipping Address
- Products Details
- Total Amount
- Payment Method
- Order Date / Time
- Status.

► CUSTOMER :

- Customer Name
- Customer Address
- Customer Phone
- Customer I.D.

► DELIVERY ZONE :

- City Name .
- Area Name .
- Estimated Delivery Date / Time .