

Hackathon 3 (Day: 01)

Step # 01: Market place type:

Type: Q-Commerce Purpose:

Products quickly to meets the needs of busy customers looking for extraordinary taste foods

Step # 02: Business Goals

g: What problem does foodbuck solve?

→ People want fresh, tasty & chex-plepared food deilivered jast but struggle to find reliable options.

→ Foodtuck ensures speedy delivery of high quality meals

9: Who is your target audience?

who need quick, -> Busy professionals delicious meals.

, food lovers dishes. seeking high quality gournet Products will you offer? O: What + Fast Foods: Burgers, Pizzas, Fries etc -> Fresh Meals: Lunch, Dinner, Dessets et. -> Healthy options: Salads or Diet meals. 9: What Sets Foodtuck apart? → Speed: Rapid Delivery to ensure treshness.

→ Taste: Extraordinary, chep crapted foods

→ Quality: Only premium ingredients use. Itep: 03: Data Schema: 1- Key Entities: o Products: Food items available pa quick o Orders: Customer transactions. · Customers: People placing the orders. · Délivery Zones: A reas covered por part delivery · Shipment: Tuacks délivery status.

2-Relationship Yw Entities:	
Product	
Cutomo	
Customer (Order - Shipment	
4 Delivery Zono	
3- Key Feilds for each Entity:	
Products	Orders
2 de la composição de l	<u>Ortaes</u> ,
ID	Orda ID
Name	Customer info
Price	Product Details
Category	Status
Stock	
Customes	Delévery Zones
	secrety cones
ID	70.00 Alb. 100
	Zone Name
Name c tost into	Coverage Anea
Contact info	
Addiess	Shipment
Oreder history	
	ID
·	Order ID
	Status
	Delivery Timo