Marketplace Project Documentation

1. Marketplace Type: General E-commerce

For this project, I have chosen to create a **General E-commerce** platform, specifically focusing on selling **furniture**. This type of marketplace allows users to browse and purchase physical products, in this case, high-quality furniture pieces for their homes or offices.

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2. Business Goals

Problem Statement

People often face difficulties when purchasing furniture online, including:

- Inability to see or touch the product before buying.
- Lack of detailed information about product dimensions, materials, and other specifications.
- Complicated and non-user-friendly shopping experiences.

Comforty aims to address these problems by providing a modern, user-friendly platform with clear, detailed product descriptions, images, and a seamless shopping experience.

Target Audience

Comforty's target audience includes:

- **Homeowners** looking to furnish their living spaces.
- **Interior designers** seeking stylish and functional furniture for their clients.
- **Office managers** in need of ergonomic and aesthetically pleasing office furniture.
- **Online furniture shoppers** who value convenience, quality, and easy-to-use platforms.

Products and Services

Comforty will offer a variety of **furniture products**, including:

- **Sofas**
- **Chairs**
- **Tables**
- **Shelves**
- **Beds**

The platform will also provide detailed product pages with:

- Product names
- Descriptions
- Prices
- Stock levels
- Categories (e.g., living room, office furniture)
- High-quality images

Unique Selling Points

Comforty will differentiate itself by:

- **User-friendly design**: A clean, modern UI with intuitive navigation.
- **Detailed product pages**: High-quality images, detailed descriptions, and customer reviews.
- **Seamless checkout process**: Easy-to-use cart functionality and fast payment options.
- **Customer support**: Quick and responsive customer service for inquiries and issues.
- **Fast delivery options**: Ensuring customers receive their furniture in a timely manner.

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3. Data Schema Diagram

Entities

The primary entities for the Comforty marketplace are **Products**, **Orders**, and **Customers**.

Products

- **ID**: Unique identifier for each product.
- **Name**: Name of the product (e.g., Sofa, Dining Table).
- **Price**: Price of the product.
- **Stock**: Available quantity in stock.
- **Description**: A brief description of the product (e.g., material, dimensions).
- **Category**: The type of product (e.g., Living Room, Office).
- **Seller**: The vendor or store offering the product.

Orders

- **ID**: Unique identifier for each order.
- **Customer ID**: The ID of the customer who placed the order.
- **Product IDs**: A list of product IDs that were purchased.
- **Order Date**: The date when the order was placed.
- **Total Amount**: Total cost of the order.
- **Status**: Current status of the order (e.g., Pending, Shipped, Delivered).

Customers

- **ID**: Unique identifier for each customer.
- **Name**: Name of the customer.
- **Email**: Email address for communication.
- **Address**: Shipping address for order delivery.
- **Phone Number**: Contact number for order inquiries.

Connections

- **Products → Orders**: A product can be part of multiple orders. Each order contains one or more products.
- **Orders → Customers**: An order is placed by a specific customer. Each customer can have multiple orders.

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4. Diagram Representation

Below is a textual representation of how the entities are related:

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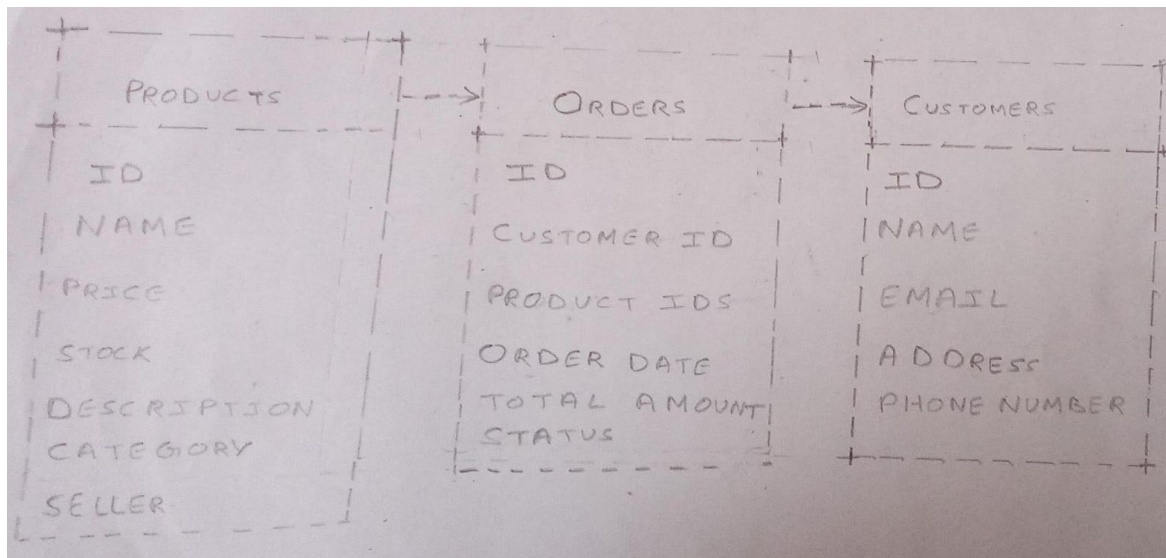
5. Sharing Your Work

Submission

- **LinkedIn**: Share the diagram and business goals on your LinkedIn profile to showcase your work.
- **Hackathon Repository**: Upload your diagram and business goals to the hackathon repository (if required).

6. Conclusion

This documentation provides a solid foundation for the Comforty e-commerce platform. By focusing on user experience, product details, and responsive design, Comforty will offer an intuitive shopping experience for customers looking to furnish their spaces. The data schema diagram outlines how key entities (Products, Orders, Customers) are related, forming the backbone of the marketplace.