

HACKATHON 3 DAY 1 TASK.

STEP 1: MARKETPLACE Type: (E-commerce) (Furniture)

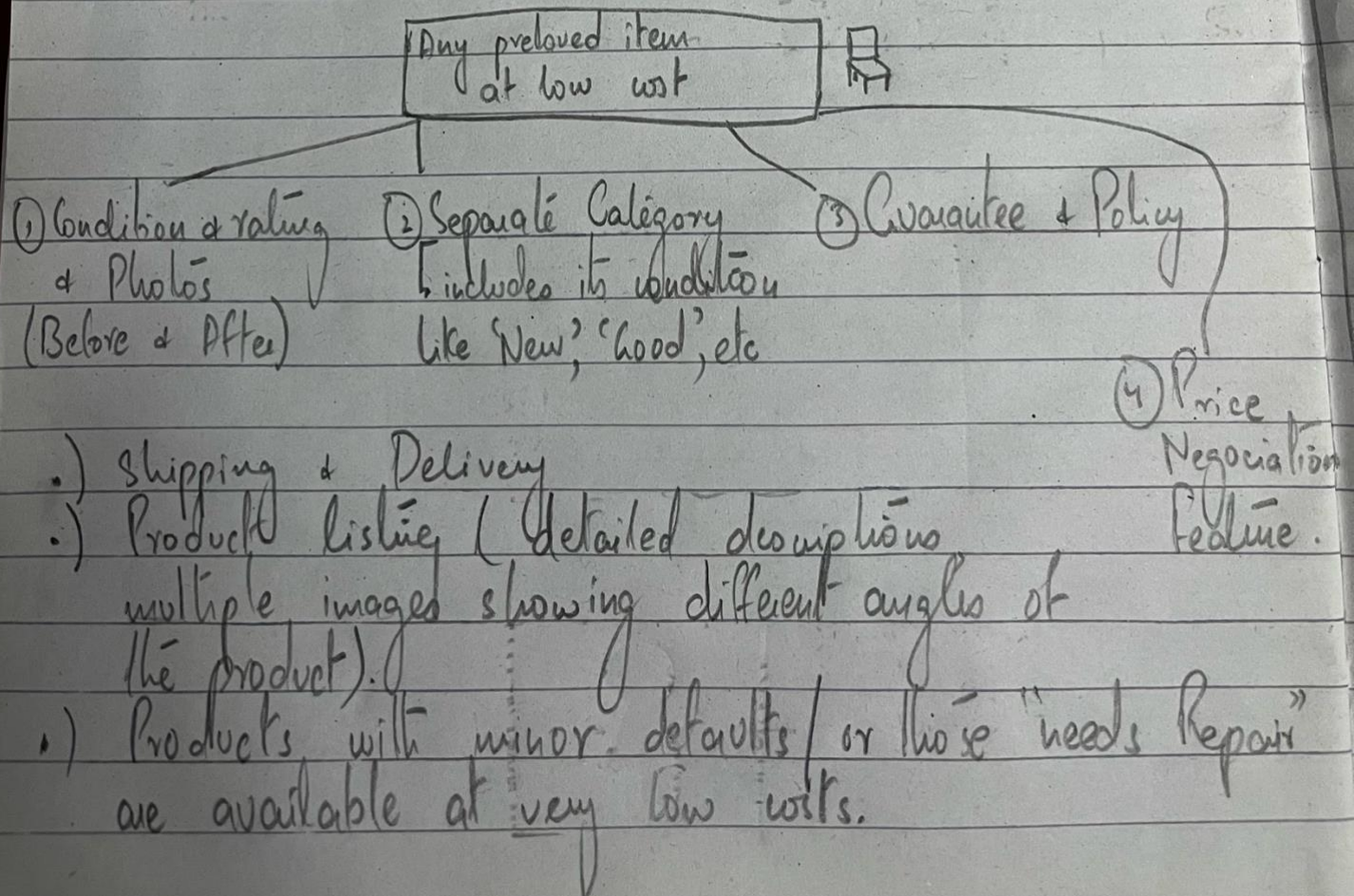
a) PRIMARY PURPOSE:-

- To create dynamic & user-centric platform that streamlines online furniture purchasing.
- Designed for small to medium-sized business & individual users offering a budget friendly scalable solutions to display & sell furniture products.

→ AN APP-ON FEATURE TO IMPLEMENT IN FUTURE IS THE SECTION OF PRE-LOVED FURNITURE CATEGORY;

- ↳ offering budget friendly option to customers,
- ↳ Anybody can add its unused furniture to it & will provide the platform to sell those at reasonable & market competitive price.

FLOWCHART TO IMPLEMENT PRE-LOVED FURNITURE STRATEGY;



old's Report"

(4) Price Negotiation
Policy

Privacy;

those of

copy; future Is

selection

structure)

WEBSITE WITH FURNITURE

1. PROBLEM STATEMENT

- Customizable
- High quality
- Low costs
- Budget friendly
- Modern Designs
- Wide range of
- Home decor & furniture

2. TARGET AUDIENCE

- Homeowners (who want to re-decor)
- Small business (e.g., Cafes, Dine-ins)
- Superior Designers
- Budget friendly furniture
- Those who have small setup & limited budget.

3. PRODUCT OFFERS

- Customizable options
- Materials (wood, metal etc).
- Used or Reused items (that meet's affordability).

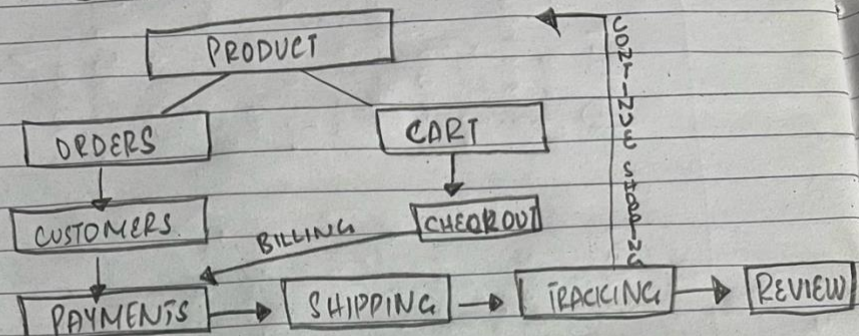
4. USP

- Unique selling Proposition
- Budget friendly
- High quality with low prices
- Dynamic Cart features
- Easy Payment Options
- Smooth & On-time Delivery

STEP 2: BUSINESS MODEL

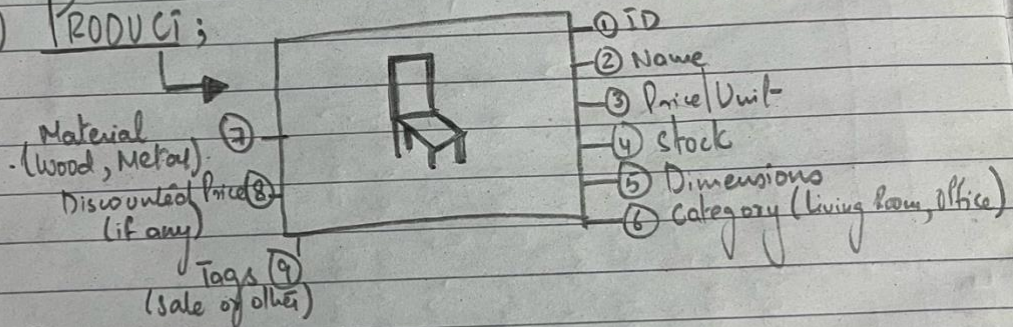
Many Unique & Dynamic Features were implemented upon creation.

STEP 3: CUSTOM DATA SCHEMA;

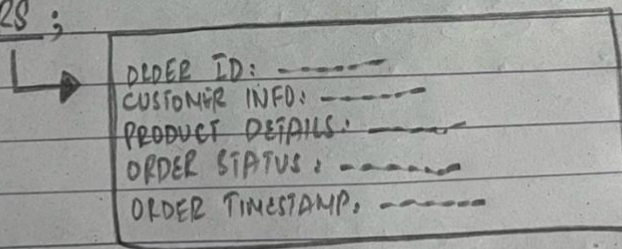


FURTHER EXPLANATION:

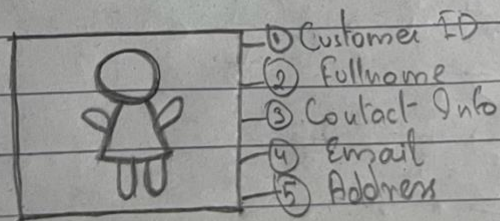
① PRODUCT;



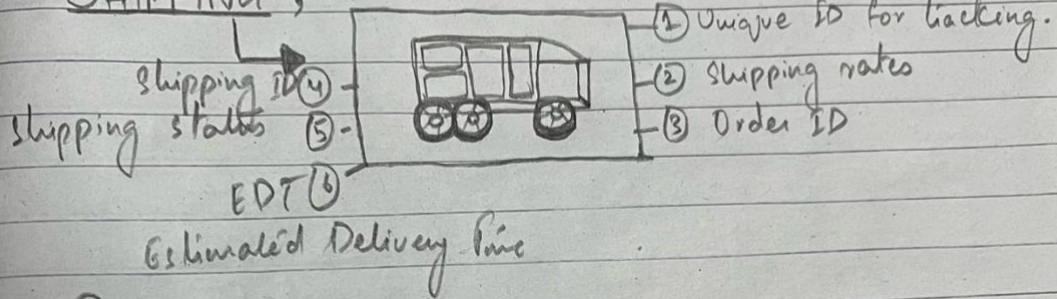
② ORDERS;



③ CUSTOMERS:-



④ SHIPPING ;



⑤ PAYMENTS;

