BUSINESS PITCH DECK: E-COMMERCE GENERAL FURNITURE PROJECT

1. INTRODUCTION

Project Name: E-commerce General Furniture Marketplace

Mission: To create a modern, user-friendly furniture marketplace that simplifies the shopping

experience by allowing users to browse, add to cart, and place orders seamlessly.

2. PROBLEM

- **Market Need**: Customers often face challenges finding quality furniture online with an intuitive shopping experience.
- Main Points:
 - Limited product variety in existing marketplaces.
 - Poor user interfaces leading to cart abandonment.
 - Inefficient order tracking systems.

3. SOLUTION

Our platform provides:

- A modern, responsive interface for seamless navigation.
- Dynamic product listings with sorting and filtering options.
- Integrated order tracking for transparency and convenience.

4. MARKET OPPORTUNITY

- Target Audience: Homeowners, interior designers, and businesses seeking quality furniture.
- Market Size: The global online furniture market is projected to reach \$112 billion by 2028, growing at a CAGR of 9.5%.

5. BUSINESS MODEL

- Revenue Streams:
 - Direct sales of furniture items.
 - Subscription fees for premium seller accounts.
 - Advertising space for featured products and promotions.

6. KEY POINTS

- Development Milestones:
 - Day 1: Ideation and objective setting.
 - Day 2: Comprehensive planning and mapping.
- **Projected Launch**: Fully functional platform within 1 month.
- Key Features Completed: Product listing, cart management, order tracking.

7. MARKETING AND SALES STRATEGY

- Customer Acquisition:
 - Social media marketing targeting home decor enthusiasts.
 - Partnerships with furniture brands and manufacturers.
- Retention:
 - User-friendly interface and personalized recommendations.
 - Exclusive discounts and loyalty programs.

8. COMPETITIVE ANALYSIS

- Competitors: IKEA, Wayfair, Overstock.
- Differentiators:
 - Dynamic content management with Sanity CMS.
 - Intuitive design focusing on user experience.
 - Real-time order tracking and admin analytics.

9. TEAM

Key Contributor: Me and My Sister

- Expertise in Next.js, Sanity CMS, and e-commerce platforms.
- Proven track record in delivering robust and scalable web solutions.

10. FINANCIALS

- Funding Required: \$X for platform development, marketing, and initial operations.
- Use of Funds:
 - o 60% Development and infrastructure.
 - o 25% Marketing and customer acquisition.
 - o 15% Operational costs.

11. CALL TO ACTION

We're seeking investors and strategic partners to bring this vision to life. Join us in revolutionizing the online furniture shopping experience!

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