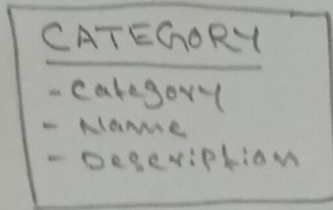
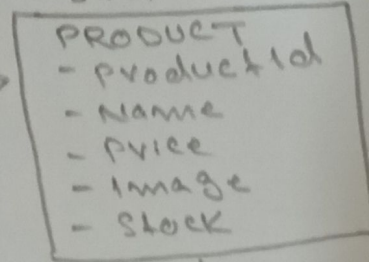


→ ENTITY RELATIONSHIP DIAGRAM:

Step. 1



Step. 2

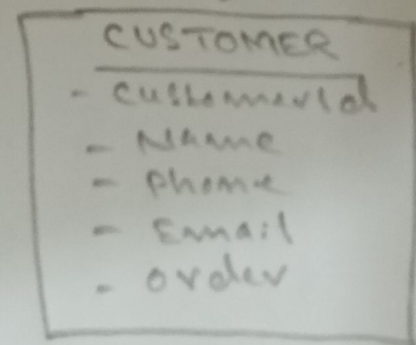
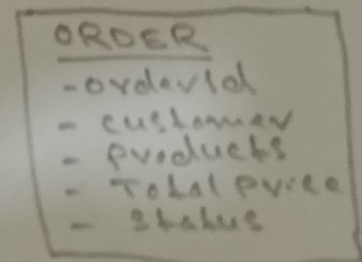


STEP. 1. User will go on his desired category like chair, ceramics, Table etc

STEP. 2. The products according to the selected category will appear

STEP. 3. Now there will place an order of the product which they want to buy.

STEP. 4. our quick delivery service the product on the address which customer gave.



2. CUSTOMER

- Fields:

- customerId
- Name
- Email
- Phone
- order

3. ORDER

- Fields:

- orderId
- customer
- Product
- Total Price
- Status

4. CATEGORY

- Fields:

- categoryId
- Name
- Description

"SOLUTION":

The solution my market place will provide

1. High quality and customizable Furniture.
2. Competition pricing.
3. User-Friendly platform with reliable support

"HACKATHON-3"

Day-1: E-commerce Market Place

"PROJECT PLAN"

→ The purpose of my Marketplace:
My purpose is to simplify shopping with stylish and affordable option.

MY GOAL

I want to make my Marketplace the top online Furniture brand destination for quality affordability and seamless shopping.

PROBLEM:

The Problems which I think people face while shopping.

1. Hard to find stylish affordable furniture.
2. Too many option and order pricing.
3. Trust issues for shopping online.

→ "ENTITIES / SCHEMA" (OVERVIEW)

1. PRODUCT

• Fields:

- productid
- Name
- Price
- Image
- Stock