# Q-Commerce Website Development - Day 7 Documentation

## **Table of Contents**

- 1. Introduction
- 2. Objectives
- 3. Features
- 4. Technical Requirements
- 5. System Architecture
- 6. API Design
- 7. Sanity CMS Schema
- 8. Implementation Plan
- 9. Challenges and Solutions
- 10. Future Enhancements
- 11. Conclusion

## 1. Introduction

The Q-Commerce website is designed to revolutionize quick commerce by providing users with an e cient platform to browse, order, and receive products swiftly. The project focuses on user experience, seamless API integration, and modern web development practices.

# 2. Objectives

- E ciency: Enable fast product browsing and checkout processes.
- User Experience: Deliver a responsive and intuitive interface.
- Scalability: Ensure the system can handle high tra c and a growing user base.
- Integration: Utilize APIs and CMS for dynamic content management.

## 3. Features

- Product Listing: Display a wide range of products with categories.
- Dynamic Pages: Individual product pages with detailed descriptions.
- Shopping Cart: Add, remove, and manage products in the cart.
- Checkout Process: Streamlined payment and order placement.
- Admin Panel: Manage products, orders, and user data through Sanity CMS.

# 4. Technical Requirements

#### Frontend

• Framework: Next.js 15

Styling: Tailwind CSS

• Animations: AOS Library

#### **Backend**

• CMS: Sanity.io

• Database: MongoDB (optional for storing additional user data)

• API: RESTful APIs for product and order management

#### **Tools**

Version Control: Git & GitHub

IDE: VS Code

• Browser: Microsoft Edge

# 5. System Architecture

#### Overview

• Client: User-facing website (Next.js)

• Server: API layer for handling requests and data updates

• CMS: Sanity.io for managing product and content data

• Database: Optional database for user-specific information

# 6. API Design

#### **Product APIs**

GET /products: Fetch all products

GET /products/:id: Fetch product details

POST /cart: Add product to cart

DELETE /cart/:id: Remove product from cart

#### **Order APIs**

• POST /order: Place a new order

GET /order/:id: Fetch order details

# 7. Sanity CMS Schema

#### **Food Schema**

- Fields:
  - Name (string)
  - Category (string)
  - O Price (number)
  - Original Price (number)
  - Tags (array of strings)
  - \_ Image (image)

- Description (text)
- Availability Status (boolean)

# 8. Implementation Plan

## Day 1

- Define project scope and objectives
- Research and gather requirements

#### Day 2

- Create system architecture and workflows
- Plan API and CMS schema design

#### Day 3

- Set up Next.js project and integrate Tailwind CSS
- Develop Sanity CMS schemas

#### Day 4

- Implement product listing and dynamic pages
- Add shopping cart functionality

## 9. Challenges and Solutions

**Challenge: Ensuring Fast API Responses** 

• Solution: Implement caching mechanisms and optimize database queries.

**Challenge: Managing Dynamic Content** 

• Solution: Use Sanity CMS for flexible and e cient content updates.

## 10. Future Enhancements

- User Authentication: Add login and registration functionality.
- Order Tracking: Enable users to track their orders in real time.
- Al Recommendations: Implement Al to suggest products based on user preferences.
- Multi-Language Support: Expand the platform to support multiple languages.

## 11. Conclusion

The Q-Commerce website aims to set a benchmark in the quick commerce industry by o ering a robust, scalable, and user-friendly platform. With its dynamic features and future-focused enhancements, the project promises to deliver an exceptional user experience.