

# HACKATHON 03

DAY : 01 :-

Step : 01

Marketplace type:

General E-commerce

Primary Purpose:

To provide a wide range of furniture and home decor items to consumers, allowing them to browse and purchase products online with ease.

Step : 02

Business Goals:

Q: What problem does your marketplace aim to solve?

A: Furniso solves the problem of limited physical store access by offering a convenient platform for customers to



browse and purchase furniture online.

It can help customers make informed decisions with detailed product descriptions and images

Q: Who is your target audience?

A: Furniro target audience likely includes homeowners, renters, interior designers, decorators and businesses looking for furniture and home decors, especially those who prefer shopping online for convenience.

Q: What products or services will you offer?

A. Products:

Furniro offers a wide range of home furnishings, including:

- 1) Sofas
- 2) Chairs
- 3) Tables
- 4) Beds
- 5) Storage Units
- 6) Decor items (e.g. lamps, wall art, rugs)



Services:

Furniro provides the following services:

- 1) Custom Furniture Design
- 2) Delivery & Assembly
- 3) Interior Design Consultation
- 4) Return & Exchange Policy

Q: What will set your marketplace apart?

A: Furniro sets itself apart with customizable furniture designs, competitive pricing, and fast delivery options, providing a personalized shopping experience with excellent value and convenience.

Step: 03

Data Schema

① Product:

- Product ID
- Product Name
- Description
- Category
- price

- Stock
- tags



## ② Customers :

- Customer ID
- Customer Name
- Customer Email
- Customer Address
- Order History

## ③ Orders :

- Order ID
- Customer ID
- Products
- Status
- Timestamps

## ④ Payment

- Payment ID
- Order ID
- Amount
- Status



⑤ Shipments :

- Shipment ID
- Order ID
- Status
- Delivered Date

⑥ Category :

- Category ID
- Category Name
- Products

## DIAGRAM

