

# DAY 2 PLANNING THE TECHNICAL FOUNDATION



Hackathon Day 2: Planning the

**Technical Foundation** 

**Recap of Day 1: Business Focus** 

# Day 1 Recap: Laying the Marketplace Foundation

# Key Takeaways

- 1. **Primary Purpose**: Designed a versatile platform to offer **sofas, chairs, and electronic items** with convenience, competitive pricing, and reliable delivery tailored to modern consumer needs.
- 2. **Problem Solved**: Simplified fragmented shopping experiences and reduced delivery delays with seamless navigation, swift fulfillment, and a user-centric design.
- 3. Target Audience: Focused on:
  - Mean Homeowners looking for stylish and comfortable furniture.
  - Tech enthusiasts seeking the latest electronic gadgets.
  - im Businesses in need of ergonomic chairs and office electronics.

## 4. Products and Services:

- o Categories: Sofas, chairs, and electronic items.
- o **Added Value**: Subscription-based deliveries, exclusive discounts, and hassle-free returns.

## 5. E-Commerce Data Schema:

- Core Entities: Products, Customers, Orders, Payments, Shipment.
- Key Relationships: Integrated models for real-time tracking, customer order history, and dynamic delivery charges.

## 6. Marketplace Features:

- o Dynamic filters for products.
- Real-time order tracking and flexible payment options.
- o Al-powered personalized recommendations and loyalty programs.

# Day 2 Activities: Transitioning to Technical Planning

1. Define Technical Requirements

This document outlines the technical planning phase for the e-commerce marketplace, focusing on three

key areas: frontend requirements, backend integration using Sanity CMS, and third-party API integrations.

## Frontend Requirements

The frontend will deliver a seamless, user-friendly experience with the following pages and features:

## **Essential Pages**

## 1. Homepage:

- Highlights: Featured products, promotional banners, category shortcuts.
- o Call-to-Actions (CTAs): "Shop Now," "Browse Categories," "View Deals."

## 2. Shop Section:

- o Category Pages: Allow users to browse products by categories (e.g., Sofas, Chairs, Electronics).
- o Product Listing Page:
  - Displays products with:
    - Filters: Price, category, ratings, availability.
    - Sorting Options: Best Sellers, Price (Low to High), New Arrivals.

## Product Details Page:

- Key Features:
  - Product Title, Images, Description.
  - Price, Stock Availability, Discounts.
  - Ratings and Reviews.
  - Add-to-Cart and Add-to-Wishlist functionality.
  - Recommendations for similar products.

## 3. Cart Page:

- o Displays selected products with quantity and price breakdown.
- o Options to update quantities or remove items.

## 4. Checkout Page:

- o Captures shipping details, payment method, and order summary.
- Features for applying discount codes and selecting delivery preferences.

## 5. Order Confirmation Page:

o Displays order details, estimated delivery time, and shipment tracking.

## 6. About and Contact Pages:

• Business details and a contact form for customer inquiries.

## **Technical Stack**

- **Frameworks**: React.js and Next.js for building dynamic and SEO-friendly pages.
- Component Library: shadon/ui for customizable, reusable components.
- **Styling**: Tailwind CSS for responsive and visually appealing design.

## Backend with Sanity CMS

Sanity CMS will serve as the backend to manage dynamic data like products, customers, and orders.

#### 1. Products Schema:

- o Fields:
  - ProductID: Primary Key.
  - Name, Description, Category, Price, Stock Quantity.
  - Ratings, Reviews, and FAQs.
  - Discount (if applicable).

## 2. Customer Schema:

- Fields:
  - CustomerID: Primary Key.
  - Full Name, Email, Phone Number, Address.
  - Order History, Loyalty Points (optional).

## 3. Orders Schema:

- Fields:
  - OrderID: Primary Key.
  - CustomerID: Foreign Key.
  - ProductID(s): Many-to-Many relationship.
  - Order Date, Status (e.g., Pending, Shipped, Delivered).
  - Total Amount.

## 4. Payments Schema:

- o Fields:
  - PaymentID: Primary Key.
  - OrderID: Foreign Key.
  - Amount Paid, Payment Method (e.g., Credit Card, UPI, Wallet).
  - Payment Status (e.g., Successful, Pending).

## 5. Shipment Schema:

- o Fields:
  - ShipmentID: Primary Key.
  - OrderID: Foreign Key.
  - Courier Service, Tracking Number.
  - Estimated Delivery Date, Shipment Status.

## Implementation Steps

- 1. Use Sanity Studio to design and test schemas.
- 2. Fetch and manipulate data on the frontend using GROQ queries.
- 3. Optimize schemas for scalability and future expansion.

## Third-Party API Integrations

## To provide critical marketplace functionality, integrate the following APIs:

## Payment Gateways:

- Stripe:
  - Features: Secure payments, support for multiple payment methods, and real-time transaction updates.
  - Integration: Use Stripe SDKs and APIs for seamless integration.
- o PayPal:

- Features: Widely accepted payment solution with options for credit/debit card payments and wallets.
- Integration: Use PayPal's REST API for transactions.

## 2. Shipment Tracking APIs:

- o ShipEngine:
  - Features: Multi-carrier support, real-time tracking, and shipping rate comparison.
  - Use Case: Efficient shipment label generation and tracking.
- O AfterShip:
  - Features: Real-time shipment tracking and customer notifications.
  - Use Case: Provide live tracking updates for customers.
- Additional APIs:
  - Google Maps API:
    - Use Case: Address validation and delivery zone mapping.
  - Notification APIs (Email/SMS):
    - Use Case: Send order confirmations and delivery status updates.

# 2. Design System Architecture

## To visualize how these components interact, consider the following high-level architecture:

- 1. **User Browsing**: A user visits the marketplace frontend to browse products. The frontend requests product listings from the Product Data API.
- 2. **Product Display**: The Product Data API fetches data from Sanity CMS. Product details are displayed dynamically on the site.
- 3. **Order Placement**: When the user places an order, the order details are sent to Sanity CMS via an API request. The order is recorded in Sanity CMS.
- 4. **Shipment Tracking**: Shipment tracking information is fetched through a Third-Party API. Real-time tracking updates are displayed to the user.
- 5. **Payment Processing**: Payment details are securely processed through the Payment Gateway. A confirmation is sent back to the user and recorded in Sanity CMS.

# 3. Plan API Requirements

Here is a table summarizing the API endpoints for the eCommerce platform:

Endpoint Name	Method	Descriptio n	Request Body	Response Example
/api/users /register	POST	Registers a new user.	{ "usernam e": "john", "email": "john@exa mple.com" , "password ": "pass123" }	{ "status":  "success",  "message"  : "User  registered  successful  ly." }
/api/users /login	POST	Authentic ates a user and generates a JWT.	{ "email":  "john@exa  mple.com" ,  "password ":  "pass123" }	{ "status":  "success",  "token":  "jwt.token.  here" }
/api/prod ucts	GET	Retrieves a list of all products.	None	{ "status":   "success",   "data": [ {   "id": 1,   "name":   "Sofa" } ] }

/api/cart/ add	POST	Adds a product to the user's cart.	{   "product_i   d": 101,   "quantity":   2 }	{ "status":  "success",  "message" : "Item  added to  cart." }
/api/chec kout	POST	Processes payment and places an order.	{ "payment_ method": "card", "shipping_ address": { } }	{ "status":  "success",  "message" : "Order  placed  successful  ly." }

# 4. Write Technical Documentation

Document your system architecture, workflows, and API requirements in a structured format. Use headings, diagrams, and bullet points for clarity.

# 5. Collaborate and Refine

- 1. **Feedback Integration**: Continuously collect feedback from stakeholders and end-users to enhance features.
- 2. **Code Reviews**: Conduct thorough peer reviews to maintain code quality and identify potential issues early.
- 3. Iterative Testing: Implement unit, integration, and UI testing to ensure robustness.
- 4. **Documentation Updates**: Regularly update this documentation to reflect changes in architecture, workflows, or API functionality.