

System Architecture Day 2 HACKATHON

Market Place Name:

General E-COMMERCE (FURNITURE TREND - CATEGORY SPECIALITY IN TRENDING CHAIRS AND SOFA.

Introduction:

Brief overview of the marketplace, objectives, and scope of the architecture.

"This document presents the system architecture for our furniture marketplace, focusing on integrating Sanity CMS for backend content management, third-party APIs for payments and shipment tracking, and a responsive frontend for seamless user experience."

System Components:

Frontend:

User interface for browsing, cart management, and order placement.

Pages: Home, Product Listing, Product Details, Cart, Checkout, Order Confirmation.

Backend (Sanity CMS):

Database for managing product data, user information, and order records.

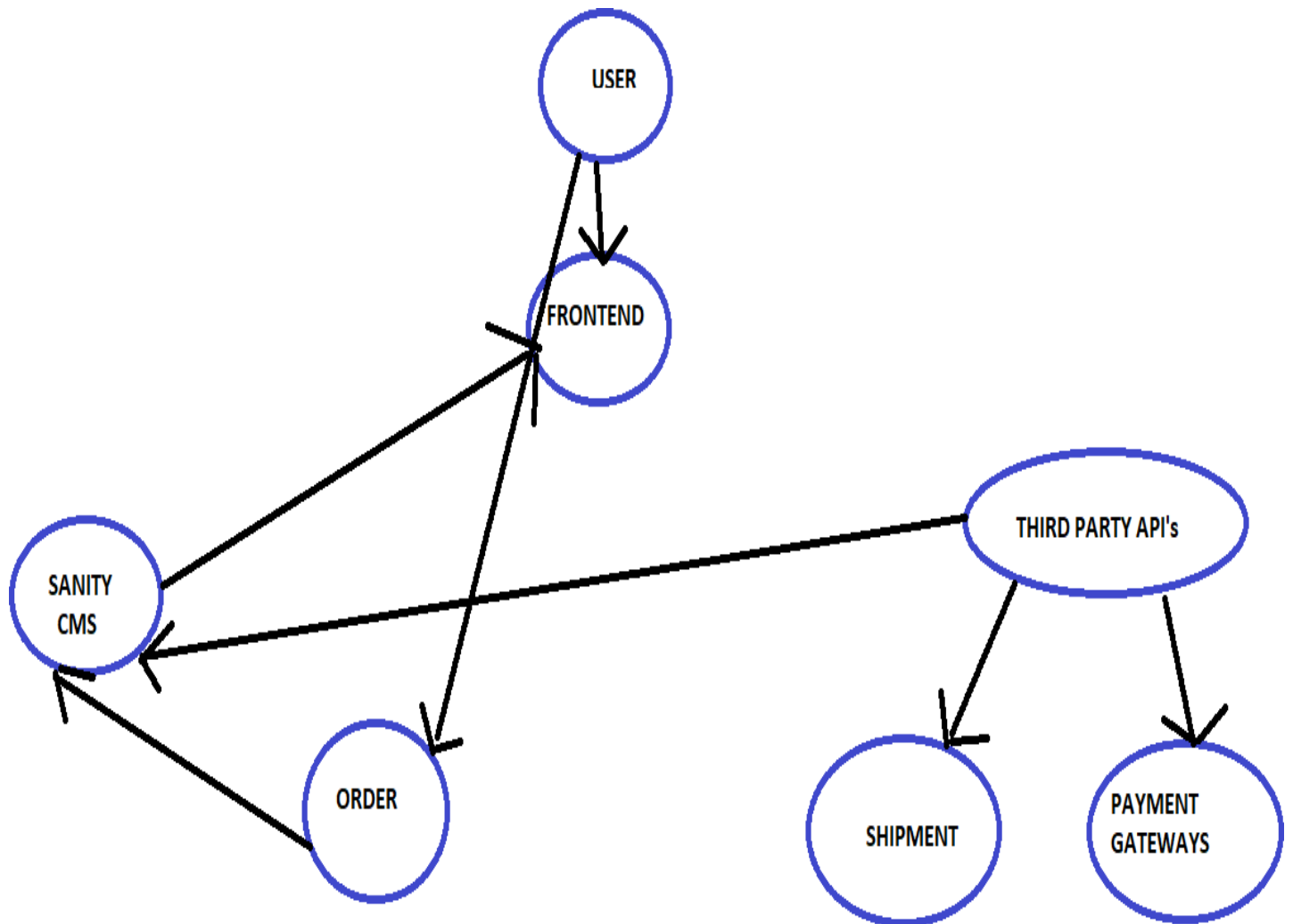
API integration for dynamic content delivery to the frontend.

Third-Party APIs:

Payment gateway for secure transactions.

Shipment tracking API for real-time delivery updates.

Architecture Diagram:



workflow:

User browses products (data fetched via Sanity CMS)

Adds to cart -> Places an order (saved in Sanity CMS)

Shipment tracking (via third-party API)

Payment processing (via payment gateway).

Key Workflows:**User Browsing:**

"Frontend fetches product data from Sanity API and dynamically displays it."

Order Placement:

"Order details sent via API to Sanity CMS for recording and tracking."

Shipment Tracking:

"Real-time order status fetched from shipment API and shown to the user."