**CS302L & CS211L: SE Term Project**

| Team number | UG2 Team 6 |
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| Project Title | DesiBazaar - An E-Commerce Solution for the Handicraft industry and artisans of India. |
| Document | SE Project Concept Document |
| Existing Work | indian.handicrafts.gov.in , handicraft selling platforms - HasthCraft, iTokri etc |
| Differences | Handicraft Selling Platforms only sell the art, we uplift the artisan also, the initiative by government slightly aligns with the solution which we came up with but they don’t make it very flexible |
| Technologies | MongoDB, React, Node, Express,(MERN) AI APIs, Other APIs |
| Customers | Artisans - Workers, Industry Managers (Raw Material Supply),  Customers - Buyers, |

**Description**

“*Artisans often lack access to mainstream markets. They don’t have access or contacts with suppliers of raw materials, as they deal mainly with middlemen*.” - Source

We aim to replace the middlemen.  
Our idea is to promote the handicraft industry of India and uplift the lives of Cottage workers who work very hard but whose income doesn’t align with the amount of work they do. Our idea is to provide an e-commerce platform that directly connects artisans to end user. Apart from providing artisans with their very own marketplace, we will also provide other features such as artisan training programs, and platform to let artisans promote and teach their skill. In each way, the artisans will benefit holistically. Moreover, we also plan to create a portal for artisans to place their raw material requirement, because raw material shortage is a huge problem for the artisans these days. This way we attempt to contribute towards the SDGs:- No Poverty, Industry Innovation and Infrastructure. And at the same time, try and create a business model out of this idea.

**Profile of Users**

**Artisans** - The workers who will be using this platform to list their products, their photos etc. The UI must be made simple and easy to understand because sadly, not many cottage workers are comfortable in using digital methods. A tutorial can be provided on how to use the interface, (if possible) in English and other regional languages too.

**Buyers -** The customers who would visit for handicrafts will already be familiar with e-commerce methods, so interface needs to be made attractive to ensure retention of people, and also allow ease of use at the same time. Everything that the artisan wants to portray should be clearly showcased to the end users ( buyers ).

**Industry -** The industry doesn’t need a very attractive UI but they need robust software to just manage and track orders of the artisans and showcase their products in a way that the artisans can easily understand.

**Technology Stack**

We are planning to use the following technologies as of now, however we will add more if the requirement arises:-

* MongoDB
* ExpressJS
* ReactJs
* NodeJS
* AI integration - Gemini/Llama ( based on requirements )

**Team members**

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