• Hackathone-3 Day 2:

Planning the Technical Foundation

1. Frontend(Next.js)

Objective:

Create a responsive and user-friendly interface for browsing furniture products.

Marketplace Feature:

- Product listing and search pages.
- o Product detail pages.
- User authentication (login/register).
- Shopping cart and checkout flows.

• Key Components:

- Navbar with category filters.
- o Product cards for listing.
- Search bar and pagination.
- o User dashboard for orders and account management.

2. Backend: Sanity CMS

Schema Design for a Marketplace:

- Products: Name, description, price, images, category, stock availability.
- o Categories: Category name, associated products.
- o **Users**: User profiles, order history.
- o **Orders**: Products ordered, total price, user, order status.

• Dynamic Content:

- Use Sanity's GROQ queries to fetch products and categories dynamically.
- Manage product updates in real-time for stock and pricing changes.

3. Interaction Between Frontend and Backend

• Flow:

- Fetch products and categories from Sanity CMS.
- Display product details dynamically using product IDs.
- Use server-side rendering for SEO-friendly product pages.

Fetch Products and Categories from Sanity CMS:

- Use GROQ queries to fetch product and category data efficiently.
- Example GROQ query for products:

```
const query = `*[_type == "product"]{
    _id,
    name,
    description,
    price,
    "category": category->name,
    images
}`;
```

4. API Requirements

- Endpoints:
 - o Products:
 - GET /products: Fetch all products.
 - GET /products/:id: Fetch a single product.
 - o Categories:
 - GET /categories: Fetch all categories.
 - GET /categories/:id/products: Fetch products by category.
 - Users:
 - POST /users/login: Authenticate user.
 - GET /users/:id/orders: Fetch user orders.
 - Orders:
 - . POST /orders: Create a new order.

5.System Architecture

Below is a marketplace-specific architecture diagram:

```
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| Users |

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| V

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| Frontend (Next.js)
```

