Day 6: Deployment Preparation and Staging Environment Setup

1. Project Deployment on Vercel

o The project was successfully deployed on Vercel.

2. Environment Variables Setup

- Added necessary environment variables to the project to ensure smooth functionality.
- o The environment variables were stored in the env.local file for local development and also added directly on Vercel for production use.
- Ensured sensitive information like API keys and other settings were securely managed.

3. Updating README.md

- Updated the README.md file to document the work completed from Day 1 to Day 6.
- o The document includes:
 - Business goal setting and target audience identification.
 - System architecture design and API integration.
 - Testing and fall-back UI setup.
 - Backend integration with the shipment API and complete checkout functionality.

4. Comprehensive Overview

o The README.md now provides a comprehensive overview of the entire project development process.

Conclusion

From Day 1 to Day 6, significant progress has been made on this project, transforming it from an initial design concept into a fully functional e-commerce platform.

- Day 1 started with setting the business goals and identifying the target audience, focusing on solving the problem of finding affordable and stylish furniture.
- Day 2 was dedicated to creating the system architecture, providing a solid foundation for the development process.
- Day 3 involved importing product data through the API and setting up the content in Sanity CMS for dynamic display on the site.
- Day 4 focused on making components dynamic, ensuring the site adapts to different data inputs and states.
- Day 5 included testing, fixing errors, and adding fall-back UI, improving the site's resilience.
- Day 6 wrapped up with deployment, environment variable setup, and documentation

updates, ensuring the site is production-ready.

The project is now fully functional and deployed, with clear documentation, a seamless user experience, and secure environment configurations.