**2. Electronics and Gadgets Store**

* **Project Name**: **"TechMart: Gadgets Galore"**
* **Description**:
  + A store specializing in electronic items such as smartphones, laptops, and accessories.
* **Variations in Implementation**:
  + Product attributes include brand, model, specifications (e.g., RAM, storage), and warranty.
  + Bundle deals (e.g., Laptop + Bag + Mouse).
  + Advanced filtering by specifications (e.g., screen size, processor type).

**3. Home Decor and Furniture Store**

* **Project Name**: **"LivingSpaces: Decor and More"**
* **Description**:
  + A platform offering furniture, lighting, and home decor.
* **Variations in Implementation**:
  + Customizable products (e.g., choose fabric or wood finish for furniture).
  + Product attributes include material, dimensions, and style (e.g., modern, vintage).
  + Visual tools to preview decor items in a room.

**4. Gourmet Food and Beverage Store**

* **Project Name**: **"TasteCircle: Gourmet Delivered"**
* **Description**:
  + A store for premium packaged foods, beverages, and subscription boxes.
* **Variations in Implementation**:
  + Product attributes include dietary tags (e.g., vegan, gluten-free), flavor, and weight.
  + Subscription models for recurring deliveries (e.g., coffee boxes).
  + Implement expiry date tracking for perishable items.

**5. Sports Equipment and Gear Store**

* **Project Name**: **"ProSports: Gear Up"**
* **Description**:
  + A platform for sports equipment, clothing, and accessories.
* **Variations in Implementation**:
  + Product attributes include sport type, size, weight, and material.
  + Offer multi-pack discounts for equipment (e.g., a pack of 3 tennis balls).
  + Include a recommendation engine for sport-specific gear based on user preferences.

**6. Books and Educational Supplies Store**

* **Project Name**: **"EduShelf: Books and Beyond"**
* **Description**:
  + An e-commerce platform for books, e-books, stationery, and educational tools.
* **Variations in Implementation**:
  + Product attributes include genre, author, edition, and language.
  + Subscription-based learning kits (e.g., science experiment kits).
  + E-book downloads with different pricing tiers based on licenses (single-user, multi-user).

**7. Health and Wellness Store**

* **Project Name**: **"WellnessWorld: Healthy Living"**
* **Description**:
  + A platform selling health products like supplements, personal care items, and equipment.
* **Variations in Implementation**:
  + Product attributes include dosage, usage instructions, ingredients, and expiry date.
  + Subscription models for recurring health product deliveries.
  + Advanced filtering by health goals (e.g., weight loss, immunity boost).

**How They Vary in Implementation**

Each business domain can vary in these aspects:

| **Aspect** | **Example Variations** |
| --- | --- |
| **Product Modeling** | Attributes, categories, or tags tailored to the domain (e.g., "Material" for furniture, "Warranty" for gadgets). |
| **Variant Handling** | Different approaches for product variants (e.g., size and color for fashion, dimensions for furniture). |
| **Custom Features** | Add unique domain-specific features (e.g., subscription models, bundle offers, or dietary tags). |
| **Filtering and Search** | Use attributes unique to the domain for advanced filtering (e.g., "Processor Type" for electronics). |
| **Business Rules** | Implement domain-specific rules (e.g., warranty management for electronics, customizable furniture). |