• Recap of Day 1: Business Goals for a Furniture Marketplace

1. Business Goals Defined:

- Problem: A lack of high-quality, customizable furniture options in an online marketplace.
- Target Audience: Homeowners, interior designers, and office managers seeking reliable furniture with customization options.
- Unique Value Proposition: Provide customizable furniture with realtime previews, high-quality materials, and competitive pricing.

2. Preliminary Data Schema:

- o Entities: Products, Customers, Orders, Cart Items, and Reviews.
- Relationships:
 - Products → Categories (e.g., Chairs, Tables, Beds).
 - Customers → Orders (1:N relationship).
 - Orders → Cart Items (1:N relationship).

3. Single Focus:

- Business requirements included:
 - Streamlined product browsing.
 - Easy order placement.
 - Customization tools.

• Day 2 Activities: Technical Planning for Furniture Marketplace

1. Define Technical Requirements

Frontend Requirements:

Pages:

- Home: Highlight featured furniture and promotions.
- Product Listing: Filterable and sortable by categories (e.g., price, material, size).
- Product Details: Include product specifications, reviews, and customization options.
- Cart: Display selected items with options to adjust quantity.
- Checkout: Collect shipping details and display order summary.
- o **Order Confirmation**: Show confirmation and tracking details.
- **Responsive Design**: Ensure compatibility with mobile, tablet, and desktop views.

Customization Tool:

- Let users modify dimensions, colors, and materials.
- Show real-time previews.

Backend (Sanity CMS):

Product Management:

 Store product details, categories, stock levels, and customization options.

Order Management:

 Track orders with details like customer info, payment status, and shipping updates.

Customer Management:

Manage user profiles, including saved addresses and purchase history.

Third-Party APIs:

- Shipment Tracking: Fetch real-time updates via a logistics API.
- Payment Gateway: Process secure payments via platforms like Stripe or PayPal.

2. Design System Architecture

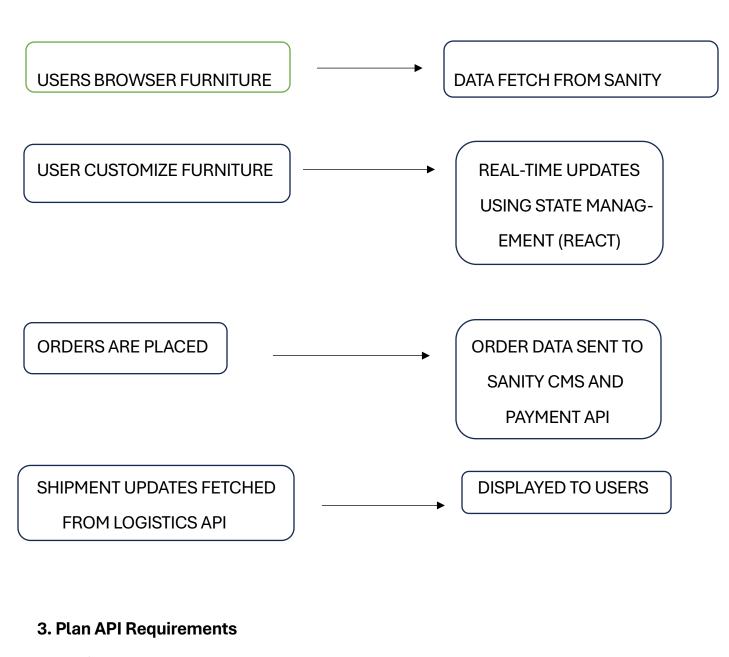
A high-level system architecture diagram for the furniture marketplace:

o Components:

- 1. **Frontend**: Built with **Next.js**, handling user interactions and rendering pages.
- 2. Sanity CMS: Manages content such as products, orders, and customer data.

3. Third-Party APIs:

- o Shipment tracking.
- o Payment processing.
- Detailed Workflow:



Endpoints:

Endpoint	Method Description		Payload / Response
/products	GET	Fetch all furniture products	{ id, name, price, stock, image, category }
/product/{id}	GET	Fetch details of a specific item	{ id, name, price, stock, customizationOptions }
/cart	POST	Add items to the cart	{ productId, quantity }
/orders	POST	Create a new order	{ customerInfo, cartItems, paymentStatus }
/shipment/{id}	GET	Fetch shipment tracking details	{ orderId, status, ETA }

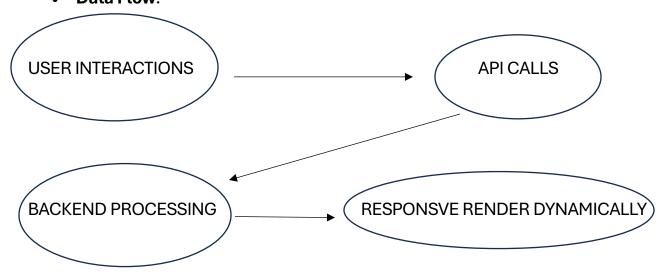
4. Write Technical Documentation

System Architecture Document:

• Components:

- o Frontend: User interface built with **Next.js**.
- Backend: Content and order management using Sanity CMS.
- o APIs: Payment gateway (e.g., Stripe) and shipment tracking.

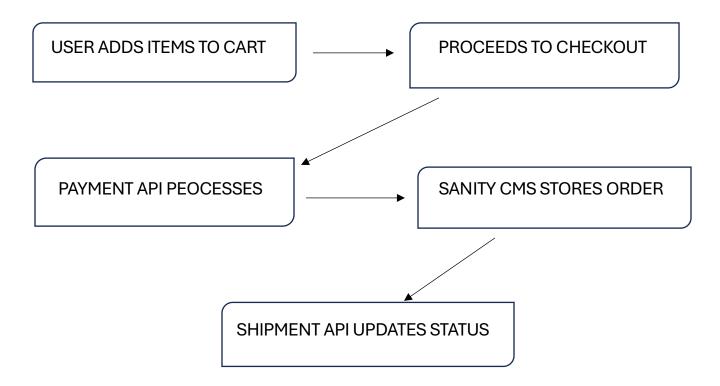
• Data Flow:



API Specification Document:

Provide endpoint details, payloads, and sample responses for all API integrations.

Workflow Diagram:



Data Schema:

Product:
export default {
name: 'product',
type: 'document',
fields: [
{ name: 'name', type: 'string', title: 'Product Name' },
{ name: 'price', type: 'number', title: 'Price' },
{ name: 'category', type: 'string', title: 'Category' },