

HACKATHON DAY #1

Marketplace Type :-

"GENERAL E-COMMERCE"

Purpose: ~~The~~ To create a scalable platform for selling products online to a global audience with a user-friendly interface and efficient order management.

Define Business Goals :-

Q1) What problem does your marketplace solve?

A) Providing a platform for customers to conveniently shop for a variety of products online, saving time and effort

Q2) Who is your target audience?

A) Individuals aged 18-50, including students, working professionals, and families, who prefer the convenience of online shopping.

Q3) What products or services will you offer?

A) A wide range of products including furnitures and electronics.

Q4) What will set your marketplace apart?

A) Competitive pricing, fast delivery services, personalized recommendations based on user preferences, and an easy-to-use platform.

DATA SCHEMA:-

1) Entities:-

1) Product

Fields:-

- ID (Unique identifier)
- Name (Product name)
- Description (Details about the product)
- Price (Cost of the product)

- Stock (Available quantity)
- Category (Electronics, Furnitures)

2) Order

Fields:-

- Order ID (Unique identifier for orders)
- Product ID (References the product being ordered)
- Customer ID (References the customer placing the order)
- Quantity (Number of units ordered)
- Status (Pending, Shipped, Delivered)

3) Customer

Fields:-

- Customer ID (Unique identifier for each customer)
- Name (Customer's full name)
- Email (Contact email address)
- Phone Number
- Shipping Address

4) Delivery Zone

Fields:-

- ~~ID~~ Zone ID
- Zone Name
- City
- Coverage Area
- Estimated Delivery Time
- Order Tracking

PRODUCT
ID
Name
Description
Price
Stock
category

"DATA SCHEMA"

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ORDER
Order ID
Product ID
Customer ID
Quantity
Order Date
Total Price
Status
Delivery Zone

DELIVERY ZONE
Zone ID
Zone Name
City
Coverage Area
Delivery time
Order tracking

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CUSTOMER
Customer ID
Name
Email
Phone number
Address