

HACKATHON #03.

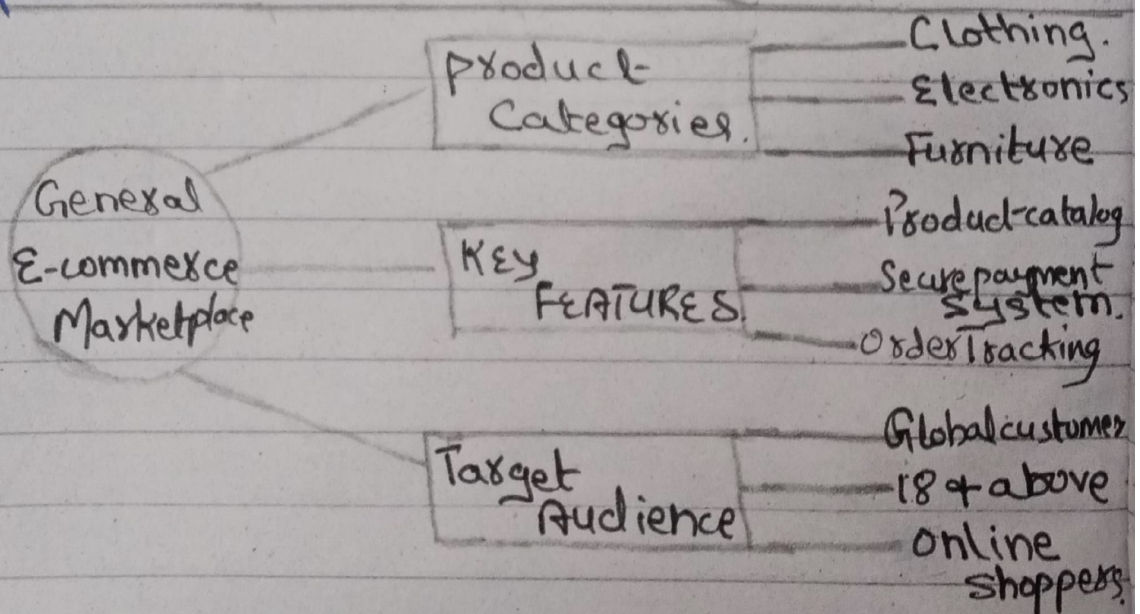
DAY 01.

(LAYING THE FOUNDATION)

MARKETPLACE TYPE:

Q- What type of Marketplace are you building?

A- Building a general E-commerce marketplace i.e. selling various products online.



BUSINESS GOAL:

Q- What problem ~~may~~ does your marketplace will solve.

A- My marketplace will solve these problems defined below.

1. Provide furniture of best quality at their doorstep to avoid go shopping in outlets.

2. Will provide furniture of best quality at reasonable prices.

Q- Who is your target audience?

A 18 & above users or online shoppers.

Q- What product/service will you offer?

A- All type of furniture eg. chairs, table, sofas etc.

Q- What makes your marketplace unique?

A- 100% authentic & best quality furniture, with fast delivery & exclusive discounts.

~~Business~~ Key Points:-

→ [Problem]

- Customer need authentic & best quality furniture at door step.

→ [Target Audience]

- 18 or above & especially online shoppers.

→ [Products/services]

- chairs, Tables, sofas etc.

→ [Unique features]

- Authentic products, Fast delivery, Special offers.

→ [Business outcome]

- Build trust & achieve high sales.

Q- What are the main entities & their relationship

A- Products, orders, & customers with clear connections.

[Product]

- ID
- NAME
- PRICE
- STOCK.

[Order]

- order ID
- Product ID
- Quantity

[Customers]

- customer
- Name
- contact info.

