

Project Plan

General E-Commerce

Purpose:- The primary purpose of a General E-commerce marketplace is to facilitate the buying and selling of a wide range of products and services over the internet. It serves as a digital platform connecting sellers and buyers, providing a seamless and convenient shopping experience.

Business Key Objects:-

- Product Accessibility:-

Offers customer access to diverse products and services from various sellers, regardless of location.

- Business Expansion:-

Enables businesses (small and large) to reach a global audience without the limitations of physical stores.

- Convenient Transactions:-

Provides secure and efficient online payment systems and order management.

- Customer Engagement:-

Enhances the shopping experience through product reviews, recommendations and personalized marketing.

- Operational Efficiency:-

Streamlines inventory, logistics and order fulfillment for sellers.

- Cost-Effectiveness:-

Reduces operational costs for businesses compared to traditional retail models.

In short, a general E-commerce platform bridges the gap between buyers and sellers, making commerce faster, more accessible, and more scalable.

Here's how you can answer these guiding questions step by step for an E-commerce marketplace.

1. E-commerce Solutions for Consumers and Industries :-

Our marketplace aims to solve the problem of limited access to affordable and high quality eco-friendly products. Many consumers want to adopt a sustainable lifestyle but struggle to find trustworthy brands in one place. Our platform connects customers with verified sellers offering eco-friendly products, making sustainable shopping easy and convenient.

2- Who is your target audience?

Our target audience includes environmentally conscious consumers aged 18-45, primarily urban dwellers, who value sustainability and ethical shopping. This audience is tech-savvy, prefers online shopping, and seeks products that align with their eco-friendly values.

3- What things make E-commerce reliable.

Our marketplace stands out through:-

- Affordability: we offer competitive price by partnering directly with manufacturers.
- Transparency: Verified sellers and product sourcing details build customer trust.
- Customization: Personalized product recommendations based on customer preferences.
- Fast Delivery: Ecofriendly packaging with same day delivery options in select cities.

1- Identify the Entities in the Marketplace:-

Here are some key entities for a typical E-commerce marketplace.

- Customers:- Users who browse and purchase products.
- Products:- Items listed for sale.
- Orders:- Transactions made by customers.
- Sellers:- Vendors who list products on the platform.
- Categories:- Product classifications (e.g., electronics, clothing).
- Cart:- Temporary storage for products before checkout.
- Payments:- Records of payment transactions.
- Delivery Zone:- Areas where products can be delivered.
- Reviews:- Customer feedback on products.

2- Define Relationships Between Entities

- Customers → Orders : One customer can place many orders.
- Orders → Products : One Order can contain many products (many-to-many).
- Sellers → Products : One seller can list many products.
- Product → Categories : One product belongs to one category ; categories have many products.
- Orders → Payments : One order has one payment.
- Customers → Reviews : One customer can leave many reviews.
- Product → Reviews : One product can have many reviews.
- Orders → Delivery Zones : Orders are shipped to delivery zones.

3- Schema Overview Of E-commerce Website

- Customers (customer_id, name, email, address, phone).
- Products :- (product_id, name, description, price, stock, category_id, seller_id).
- Orders :- (Order_id, customer_id, total-price, Order-date, status, delivery-zone-id)
- Sellers :- (seller_id, name, email, store_name)
- Categories :- (category_id, name)
- Cart :- (cart_id, customer_id, product_id, quantity).
- Payments :- (payment_id, Order id, amount, payment-method, status).
- Delivery Zones :- (zone_id, regions, delivery-fee)
- Reviews :- (review_id, customer_id, product_id, rating, comment).

4- Schema Diagram Set

To create the diagram on paper, follow these tips:

- Draw boxes for each entity.
- Inside each box, list attributes (e.g. product-id, name).
- Use lines to connect related entities, adding symbols like:
 - 1 : One-to-One
 - ∞ : One-to-many or many to many

Example:

- Customer(1) \rightarrow (∞) orders
- Product (∞) \rightarrow (1) Category
- Product (∞) \rightarrow (∞) Orders (through a junction table like OrderItems).

1 :- Identify the key Entities

- Products - Items available for purchase.
- Orders - Records of customer purchases.
- Customers - Users who make purchases.
- Delivery Zones - Areas where deliveries are made.
- Sellers - Vendors providing products.

- Payment - Payment information for Orders.
- Reviews - Feedback from customers on products.

2 : Define Key Fields For Each Entity Products :-

- Product ID (Primary Key)
- Name
- Price
- Stock
- Category
- Seller ID (Foreign Key - Sellers)

Orders

- Order ID (Primary Key)
- Customer ID (Foreign Key → Customers)
- Product ID (Foreign Key → Products)
- Quantity
- Status (Pending, Shipped, Delivered)
- Payment ID (Foreign Key → Payments)
- Delivery Zone ID (Foreign Key → Delivery Zones)

Customers

- Customer ID (Primary Key)
- Name
- Contact Info
- Address

Delivery Zones

- Zone ID (primary key)
- Zone Name
- Coverage Area
- Assigned Driver.

Sellers

- Seller ID (Primary Key)
- Store Name
- Contact Info

Payments

- Payment ID (Primary Key)
- Order ID (Foreign Key → Orders)
- Amount
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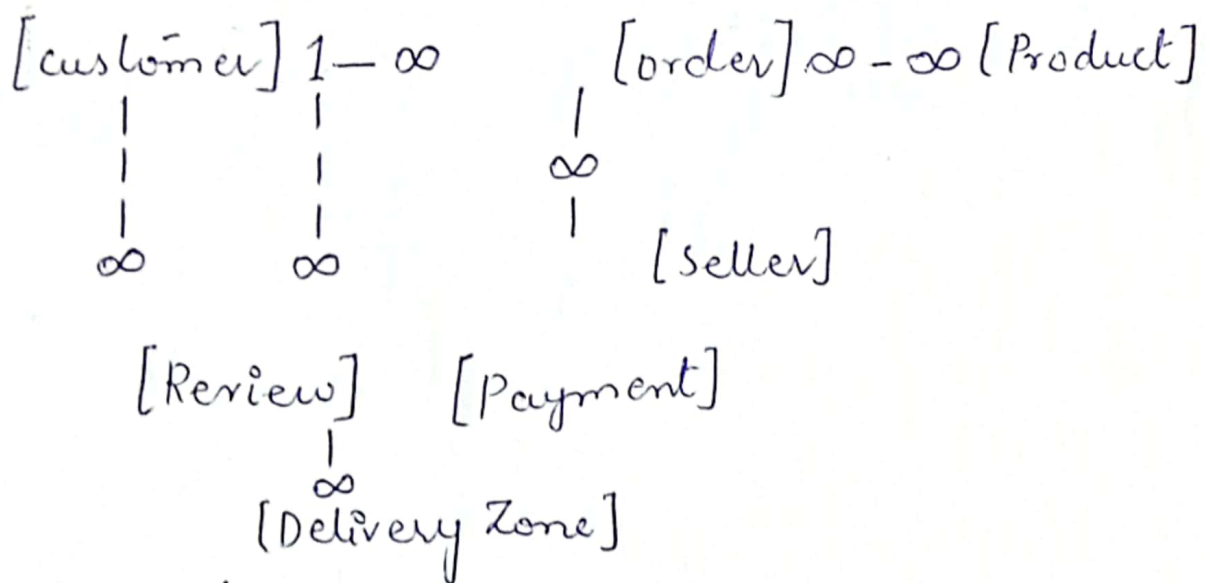
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3 - Entity Relationship Overview

- Customer \rightarrow place many \rightarrow Orders
- Orders \rightarrow contain many \rightarrow Products (Many-to-Many via Order details)
- Products \rightarrow belong to \rightarrow sellers
- Orders \rightarrow are delivered in \rightarrow Delivery Zones
- Orders \rightarrow have One \rightarrow Payment
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4 Schema Diagram (Text version)



Legend:-

- $1 - \infty$ One to Many
- $\infty - \infty$ Many to Many.

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Delivery Zones

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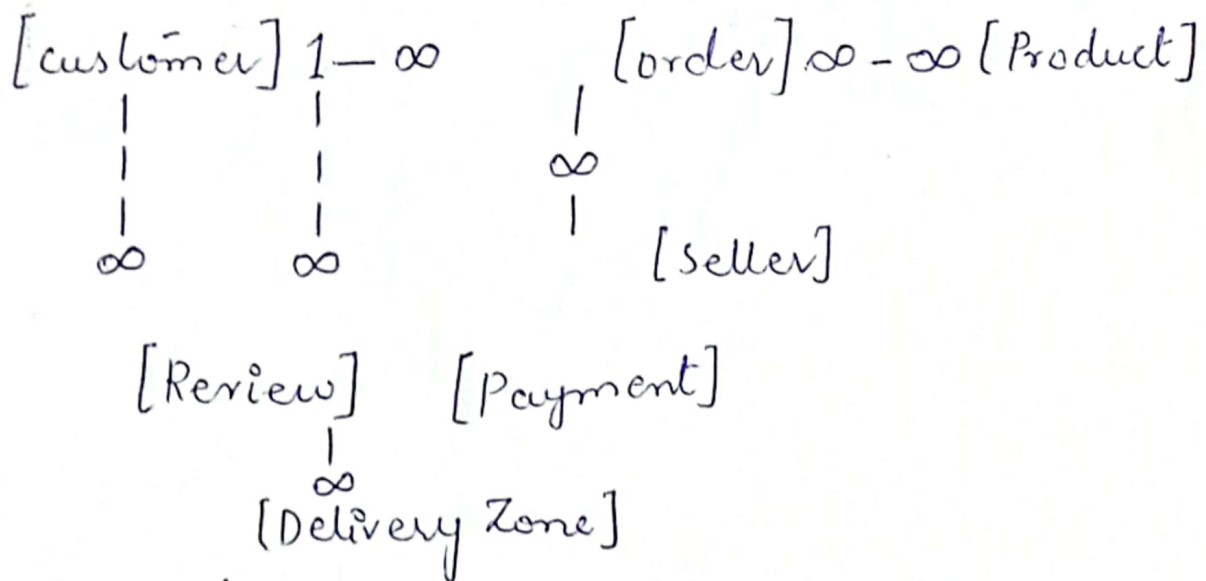
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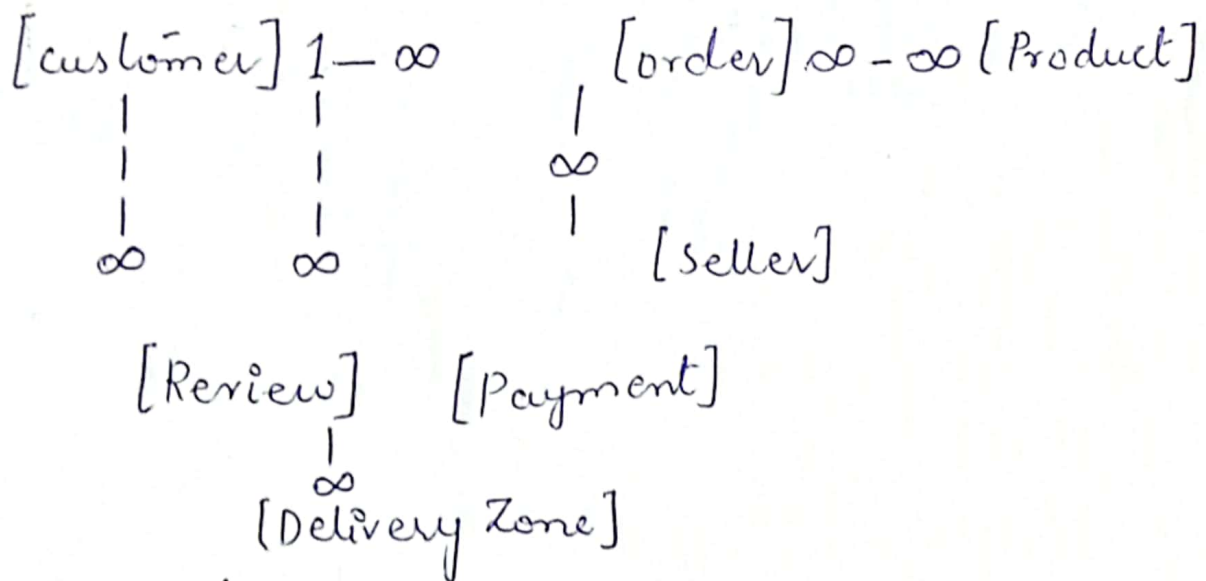
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