

MZS CodeWorks

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Technical Document for SportRentHub

Overview

To create a user-friendly, efficient, and reliable online platform for renting sports equipment and gear, catering to adventure enthusiasts, casual players, and professional athletes alike..

Frontend and Backend Requirements

Frontend:

• Framework: Next.js

• **Styling:** Tailwind CSS / CSS-in-JS (Styled Components)

• State Management: React Context / Redux

• Data Fetching: SWR / React Query

• Authentication: NextAuth.js

Backend:

• Framework: Next.js

• **Database:** Sanity Studio / MongoDB (with Mongoose for schema)

• CMS: Sanity.io

- Authentication: JWT (JSON Web Tokens)
- Hosting: Vercel

Third-Party APIs:

- Payment Gateway: TBD
- Shipment Tracking: EasyPost or Shippo API
- Email Service: MailJet or SendGrid API

Design System Architecture

High-Level Diagram:

Key Workflows to Include

1. User Registration:

- User signs up: User submits registration form.
- Data is stored in Sanity: API call to store user data in Sanity.io.
- Confirmation sent to the user: Email confirmation via SendGrid/Mailgun.

2. Product Browsing:

- User views product categories: Frontend fetches categories.
- Sanity API fetches data: Sanity API returns product data.
- **Products displayed on frontend:** Rendered on the client-side.

3. Order Placement:

- User adds items to the cart: Items added to cart state.
- Proceeds to checkout: User enters shipping and payment info.
- Order details saved in Sanity: API call to store order details in Sanity.io.

4. Shipment Tracking:

- Order status updates fetched via 3rd-party API: EasyPost/Shippo API fetches tracking info.
- **Displayed to the user:** Order status and shipment tracking shown in user account.

Navigation Structure

This navigation structure provides a comprehensive and user-friendly way for visitors to explore the SportRentHub website. Each section is designed to guide users through their journey, from browsing equipment to renting and tracking their orders.

1. Home

- Welcome Message
- Featured Equipment
- Special Offers
- Customer Reviews

2. Categories

- Skiing Gear
- Snowboarding Gear
- Camping Gear
- Hiking Gear
- Bicycles
- Kayaks
- Tennis Gear
- Golf Sets

3. Browse Equipment

- Search Bar
- Filters (Category, Brand, Condition, Price Range)
- Equipment Listings

4. Rental Process

- How It Works
- Pricing Information

Rental Terms and Conditions

5. My Account

- o Profile Information
- Order History
- Saved Items
- Verification Documents

6. Cart

- View Cart
- Edit Cart
- Proceed to Checkout

7. Checkout

- Shipping Information
- o Payment Information
- Order Summary
- Place Order

8. Shipment Tracking

- Track Order Status
- Shipment Updates

9. **Returns**

- Return Policy
- Initiate Return
- Track Return Status

10. Reviews

- Write a Review
- View All Reviews

11. Help Center

- o FAQs
- Contact Us
- o Support

12. About Us

- Our Story
- Meet the Team
- Careers

13. **Blog**

- Articles
- o Tips & Guides
- News & Updates

14. Legal

- Privacy Policy
- o Terms of Service

System Architecture Document

Describes the Overall Design and Interaction between Components:

The **SportRentHub** system is structured in a modular way to separate concerns and enhance scalability:

- Client Side (Frontend): Built using Next.js and styled with Tailwind CSS. Fetches data from the Sanity API and interacts with the backend via API routes.
- API Server (Backend): Handles business logic and communicates with the database (MongoDB). Also, integrates with third-party APIs for payment, email, and shipment tracking.
- Sanity or Database (MongoDB): Stores user information, product listings, orders, and more.
- Sanity.io (CMS): Manages content for products, categories, and other static data.

API Specification Document

Endpoints, Methods, Payloads, and Responses:

```
1. User Registration:
     o Endpoint: /api/register
     Method: POST
     Payload: { name, email, password, phoneNumber, address,
        userType }
     Response: { success: true, message: "User registered
        successfully" }
2. Product Browsing:
     o Endpoint: /api/products
     Method: GET
     o Response: { products: [...] }
3. Order Placement:
     Endpoint: /api/orders
     Method: POST

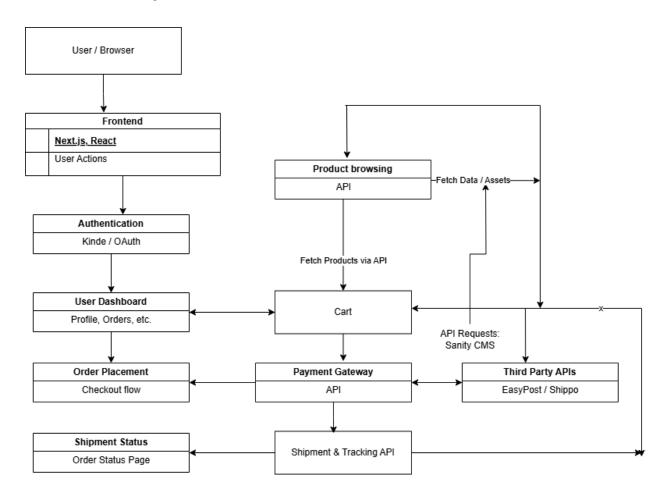
    Payload: { userId, cartItems, totalPrice, shippingAddress,

        paymentMethod }
     Response: { success: true, message: "Order placed
        successfully" }
4. Shipment Tracking:
     o Endpoint:/api/track

    Method: GET

     Params: trackingNumber
     o Response: { status: "In Transit", expectedDelivery:
        "2025-01-20" }
```

Workflow Diagram



Visualizes User Interactions and Data Flows:

1. User Registration:

User -> API Server (/api/register) -> Sanity.io -> SendGrid

2. Product Browsing:

User -> Sanity API (/api/products) -> Frontend

3. Order Placement:

User -> API Server (/api/orders) -> Sanity.io -> Stripe/PayPal

4. Shipment Tracking:

User -> API Server (/api/track) -> EasyPost/Shippo

Data Schema Design

Defines Entities and Relationships for Databases or CMS:

- User: Stores user details including contact information and verification status.
- Admin: Manages platform functionalities.
- **Equipment:** Details about sports equipment, including stock and condition.
- Rental: Information about rentals, including start and end dates.
- Payment: Records of transactions.
- Review: User feedback for equipment.
- Category: Classification of equipment.
- Penalty: Records of penalties for delayed returns.
- Shipment: Details about shipments.
- **Delivery:** Status of equipment delivery.
- Return: Management of returned equipment.

Technical Roadmap

Outlines the Steps to Complete the Project, Milestones, and Deliverables:

1. Initial Planning & Research:

- Create technical plans.
- Define project scope.

2. **Design & Prototyping:**

- Create wireframes and prototypes.
- Finalize UI/UX design.

3. **Development:**

Set up the backend and database.

- Develop frontend components.
- o Integrate Sanity.io and third-party APIs.

4. Testing & Quality Assurance:

- o Perform unit and integration testing.
- Fix bugs and optimize performance.

5. Launch & Marketing:

- o Deploy the website.
- o Gather user feedback for continuous improvement.