A Vision Statement for Soyle a Cafe Management System

FOR cafe owners, their dedicated cafe staff, and their valued customers, **WHO** are currently struggling with slow, manual order taking, inefficient inventory tracking, and disconnected customer feedback channels, **THE** Soyle is an innovative cafe management and order system. Soyle is designed **THAT** allows cafe owners to easily manage their entire operation from a single platform and helps cafe staff significantly reduce their workload by digitizing the ordering process. This efficiency gain, coupled with the ability for customers to place orders easily through a simple interface, improves the overall speed and quality of service. **UNLIK**E generic or complex point-of-sale systems that often require expensive hardware and extensive training, **OUR** product Soyle offers a more user-centric, accessible, and comprehensive solution. We feature a simpler payment system, a remarkably intuitive design that minimizes the learning curve for staff, and a direct mechanism for customer feedback to reach owners instantly. Most critically, Soyle integrates a robust stock management system to prevent waste and shortage, and ensures maximum customer convenience by allowing them to access the entire product catalog easily just by scanning a QR code with their personal device.

Information Sources for Product Vision

Domain Experience	As software engineering students, we worked in the area of mobile and multi-platform game development. This project allowed us to deeply understand the process and tools required to build and deploy an application across different app stores. We gained specific expertise in the technical challenges and best practices of cross-platform development
Product Experience	We built and launched a game using the Flutter and Dart framework. This experience gave us hands-on knowledge of how to leverage a single codebase for distribution on various platforms (Uptodown, Itch.io, and AppGallery). We saw opportunities for an improved development workflow by choosing a modern, versatile language and framework.
Customer Experience	After publishing the game, we gained initial experience by observing how users interact with our product on different stores. We've started to understand the challenges, potential frustrations, and critical attributes (such as performance and onboarding) that users expect, which is vital for developing a new product vision.
Prototyping and "playing around"	The initial development of the game itself served as a significant prototype and a "playing around" phase. It was an experiment that helped us better understand the idea of game development, the necessary technical integrations for various app stores, and the complete end-to-end process from coding to user feedback.

Our Past Products

Game name : Alien Siege

Uptodown : https://alien-siege.en.uptodown.com/android

Itch.io : https://perfectumventus.itch.io/alien-siege

AppGaleri : https://appgallery.huawei.com/app/C115000673