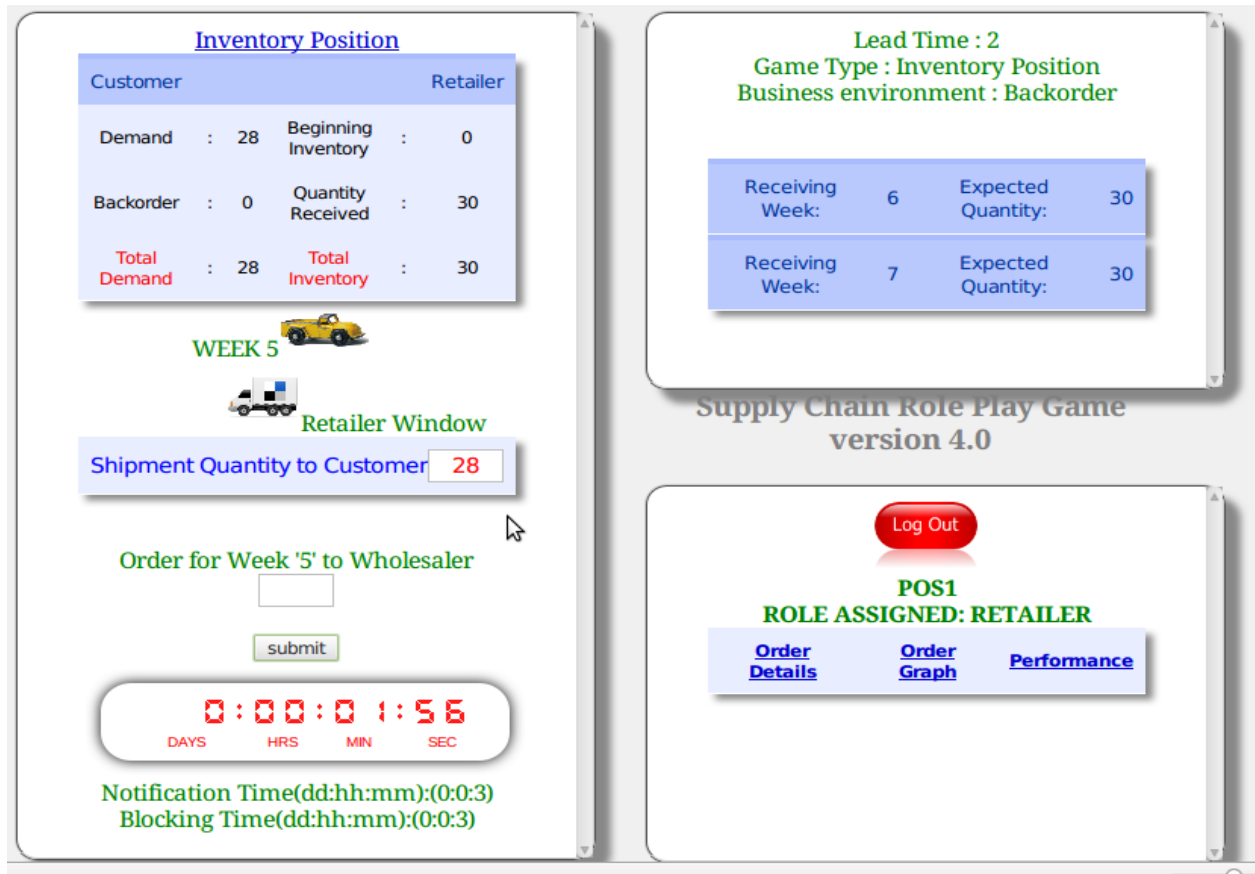


DETAILS IN A PLAYER WINDOW

The screen shot of player window and details are explained below.



Inventory Position

Customer		Retailer	
Demand	: 28	Beginning Inventory	: 0
Backorder	: 0	Quantity Received	: 30
Total Demand	: 28	Total Inventory	: 30

WEEK 5

Retailer Window

Shipment Quantity to Customer

Order for Week '5' to Wholesaler

0:00:01:56
DAYS HRS MIN SEC

Notification Time(dd:hh:mm):(0:0:3)
Blocking Time(dd:hh:mm):(0:0:3)

Lead Time : 2
Game Type : Inventory Position
Business environment : Backorder

Receiving Week:	6	Expected Quantity:	30
Receiving Week:	7	Expected Quantity:	30

Supply Chain Role Play Game
version 4.0

Log Out

POS1
ROLE ASSIGNED: RETAILER

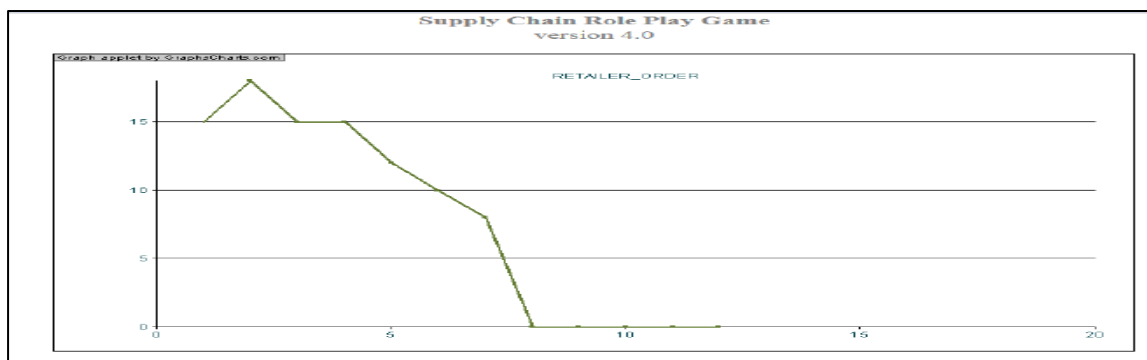
[Order Details](#) [Order Graph](#) [Performance](#)

Fig.34.Screen shot of typical player window

- There are 3 sub-windows
 - Retailer page
 - Retailer outstanding order details
 - Retailer summary
- Details in a sub-window - Retailer page
 - Customer demand
 - Beginning inventory
 - Backorder
 - Receiving quantity
 - Total demand
 - Total inventory
- By considering all these parameters, the retailer take decision and place orders to the wholesaler



- When taking the decisions there is time limit (notification time & blocking time) - set by administrator
- After finishing the notification time – gives the warning
- After finishing the blocking time – blocks the team – not possible to continue the game of that team.
- Details in a sub-window - Retailer outstanding order details
 - Lead time
 - Game type : traditional/different information sharing
 - Business environment : backorder/lost sales
 - Outstanding order details
- Details in a sub-window - Retailer summary gives
 - Order Graph
 - Order Details
 - Performance
- A typical order graph window is given below



- A typical result window is as follows

Supply Chain Role Play Game version 4.0								
PLAYER:RETAILER			GAME TYPE: Point of sale data per period			ENV: Lost Sales		
Week	Quantity Received	Previous Inventory	Customer order	Allocated qty	Inv@end	Order placed	Lost sales	
1	0	20	6	6	14	10	0	
2	0	14	15	14	0	15	1	
3	10	0	6	6	4	15	0	
4	15	4	13	13	6	15	0	
5	10	6	8	8	8	15	0	
6	15	8	14	14	9	15	0	
7	15	9	13	13	11	12	0	
8	10	11	8	8	13	10	0	
9	12	13	10	10	15	10	0	
10	10	15	13	13	12	10	0	
11	10	12	10	10	12	8	0	

- Performance window doesn't show any measures in between the game, because there is option for hiding the performance
- It is the usual case in traditional situation