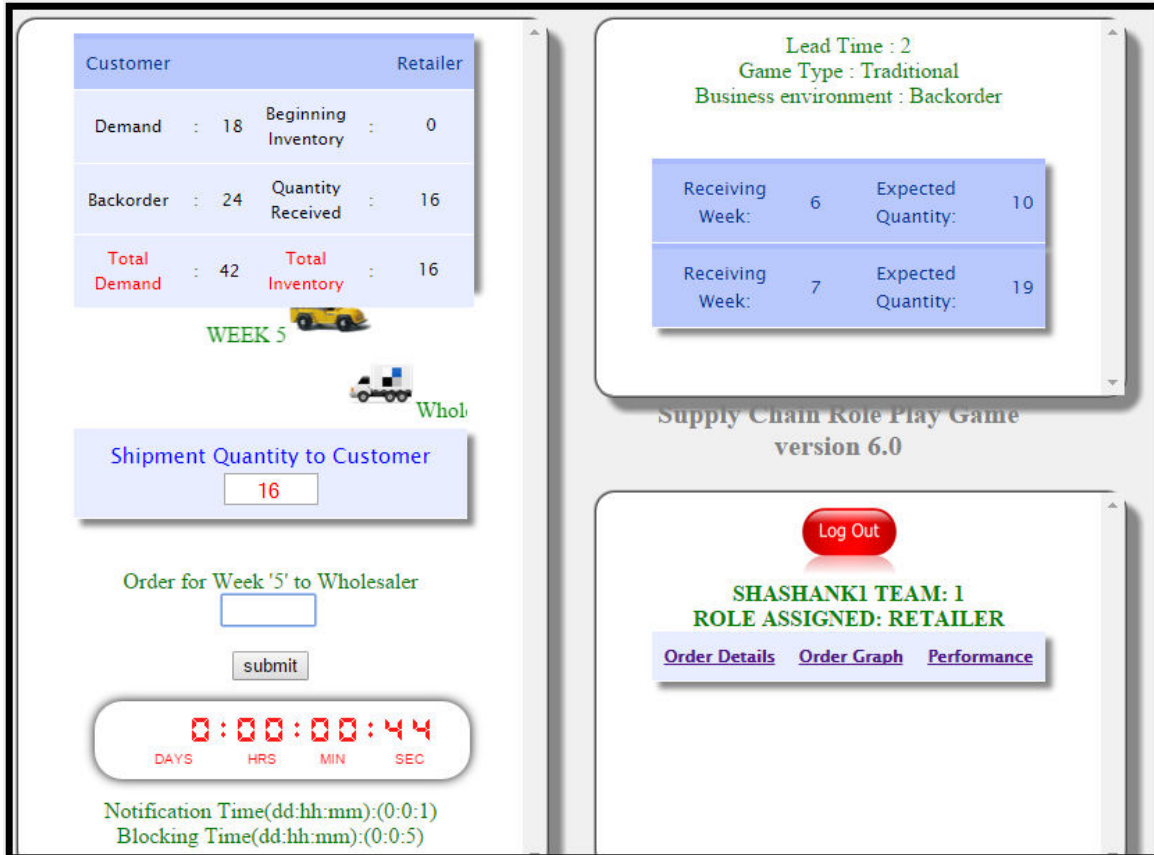


## DETAILS IN A PLAYER WINDOW

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



Customer		Retailer	
Demand	: 18	Beginning Inventory	: 0
Backorder	: 24	Quantity Received	: 16
<b>Total Demand</b>	<b>: 42</b>	<b>Total Inventory</b>	<b>: 16</b>

WEEK 5

Whol

Shipments Quantity to Customer

16

Order for Week '5' to Wholesaler

submit

0:00:00:44  
DAYS HRS MIN SEC

Notification Time(dd:hh:mm):(0:0:1)  
Blocking Time(dd:hh:mm):(0:0:5)

Lead Time : 2  
Game Type : Traditional  
Business environment : Backorder

Receiving Week:	6	Expected Quantity:	10
Receiving Week:	7	Expected Quantity:	19

Supply Chain Role Play Game version 6.0

Log Out

SHASHANKI TEAM: 1  
ROLE ASSIGNED: RETAILER

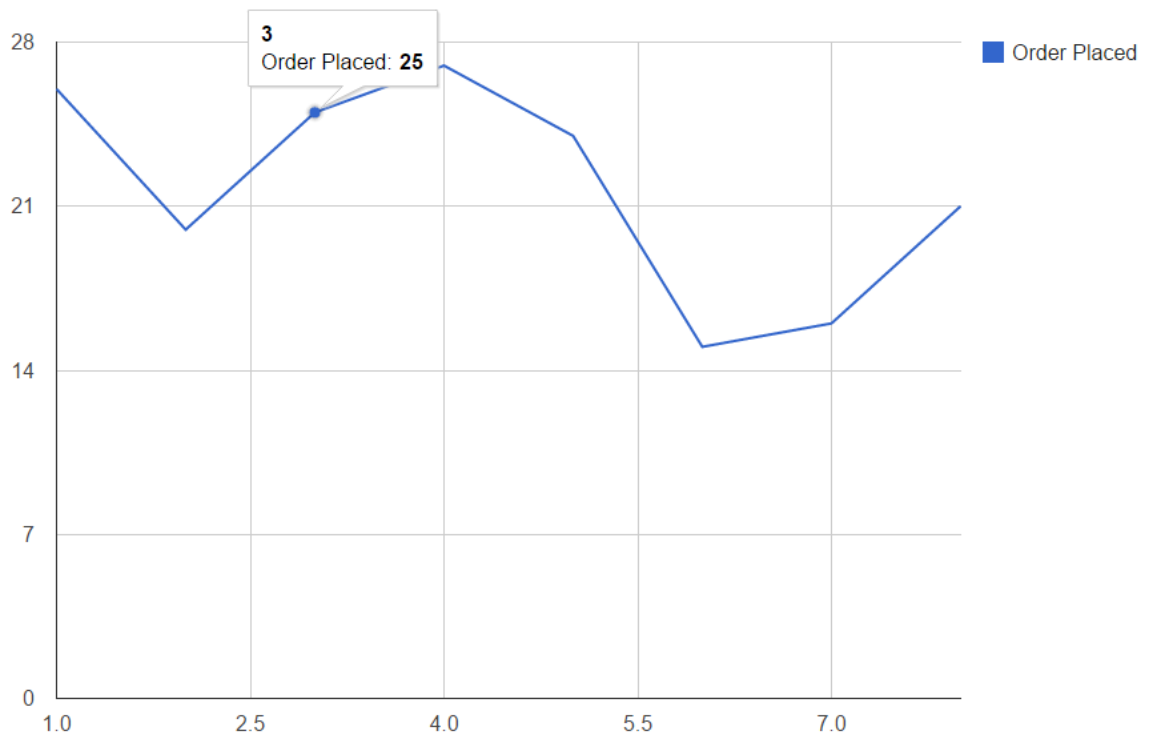
[Order Details](#) [Order Graph](#) [Performance](#)

Fig.1.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



PLAYER: Distributor			GAME TYPE: Traditional			ENVIRONMENT: Back Order		
Week	Quantity Received	Quantity After Replenishment	Order	Allocated Qty	Allocated Qty for backorder	Inv@end	Order placed	Backorder
1	0	30	0	0	0	30	18	0
2	0	30	10	10	0	20	5	0
3	18	38	0	0	0	38	0	0
4	5	43	0	0	0	43	0	0
5	0	43	42	42	0	1	20	0
6	0	1	0	0	0	1	18	0
7	20	21	38	21	0	-17	18	17
8	2	-15	0	0	2	-15	15	15
9	18	3	34	3	15	-31	21	31
10	20	-11	0	0	20	-11	20	11
11	16	5	38	5	11	-33	24	33
12	16	-17	2	0	16	-19	24	19
13	20	1	30	1	19	-29	23	29
14	20	-9	0	0	20	-9	20	9
15	24	15	34	15	9	-19	20	19

- 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