DETAILS IN A PLAYER WINDOW

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

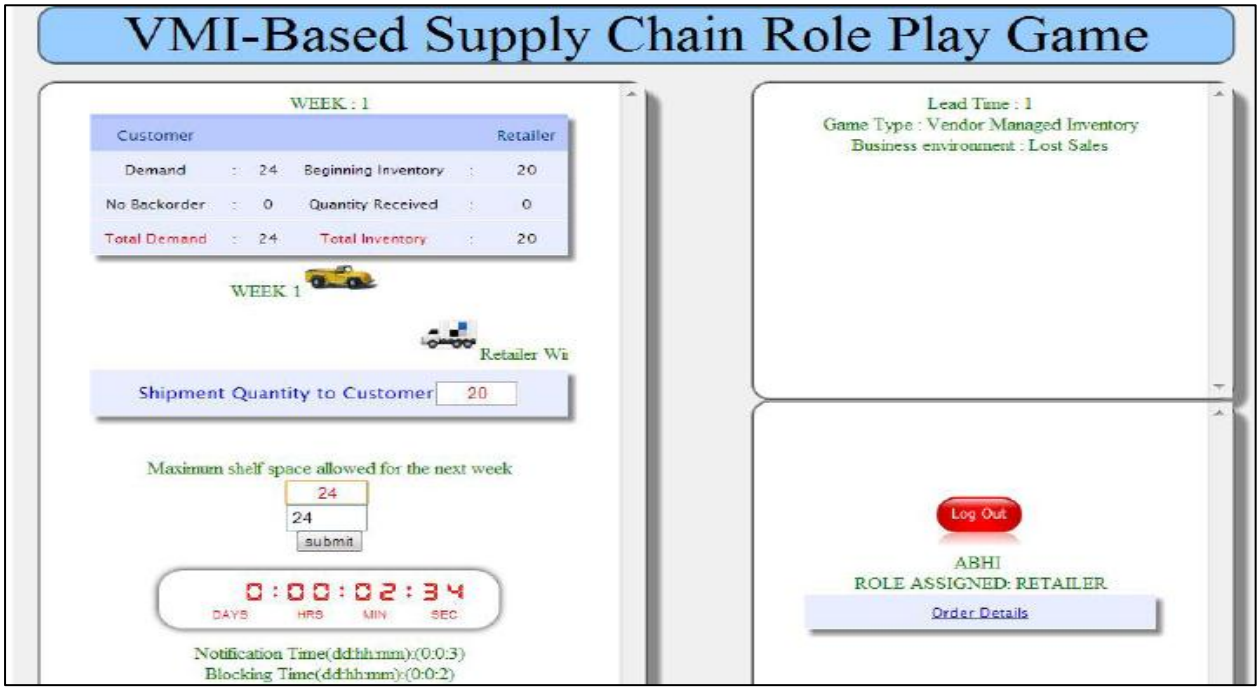


Fig.11.Screen shot of typical player window

- There are 3 sub-windows
  - Retailer page
  - Retailer receiving order details
  - Retailer summery
- 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 takes decision and allows the shelf space to wholesaler.
- Wholesaler can see this information in the immediate week – takes the decision to ships the quantity to Retailer.
- Retailer will get the quantity according to the replenishment lead time.

- 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 : VMI information sharing
  - Business environment : backorder/lost sales
  - Receiving quantity details
- Details in a sub-window - Retailer summery gives
  - Order Details

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

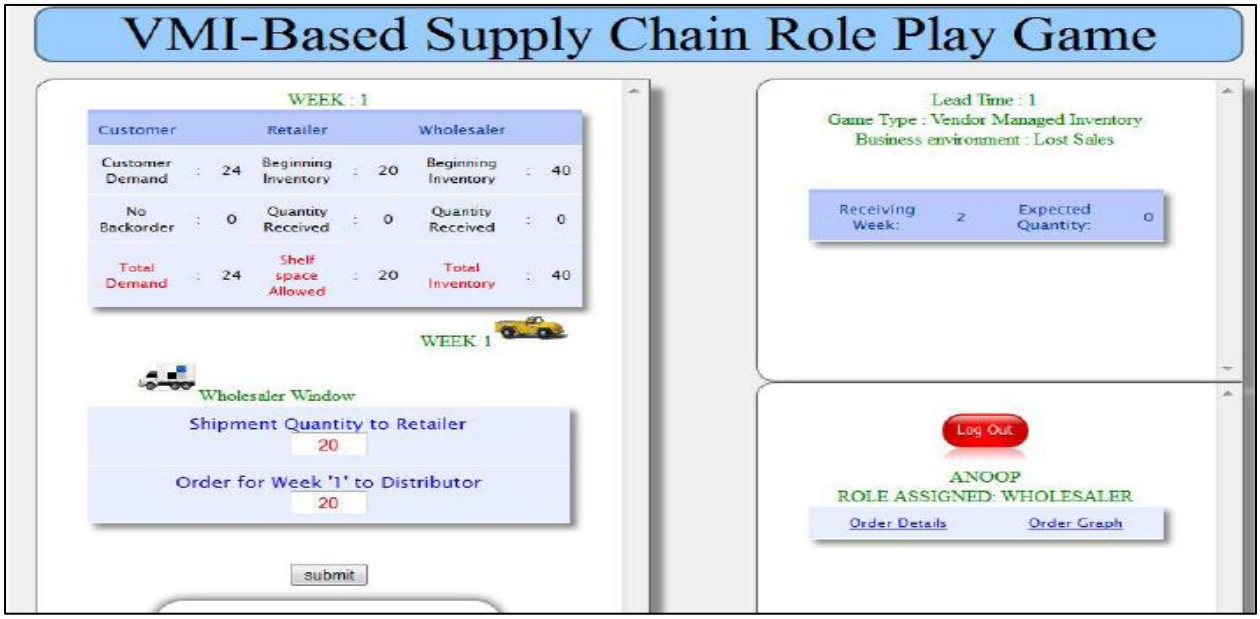
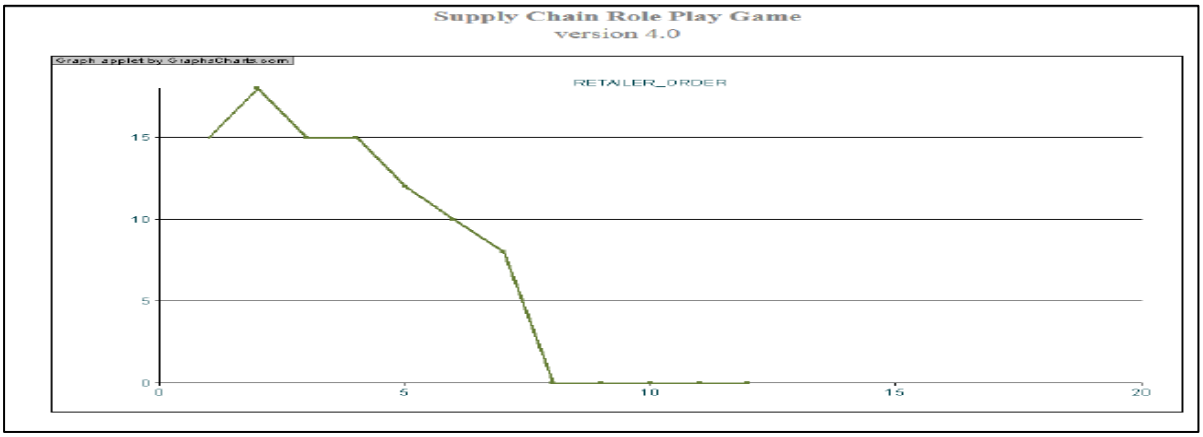


Fig.12. screen shot of wholesaler window

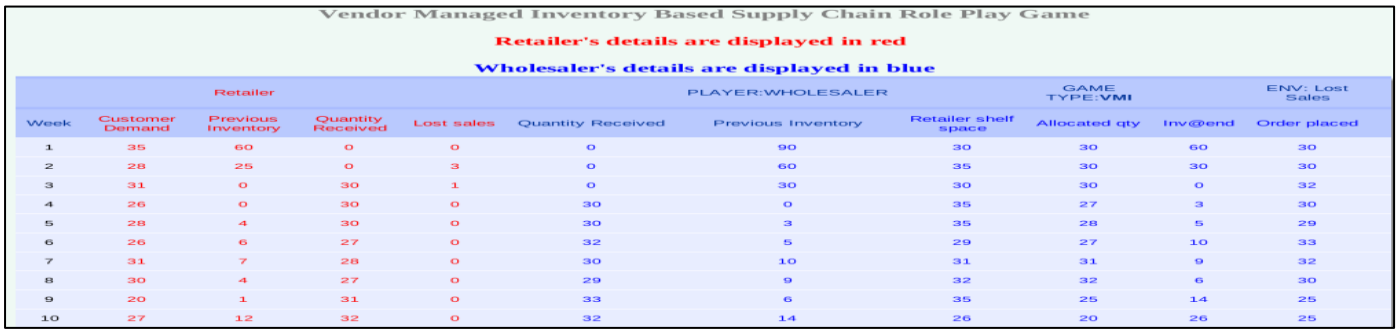
- There are 3 sub-windows
  - Wholesaler page
  - Wholesaler outstanding order details
  - Wholesaler summery
- Details in a sub-window - Wholesaler page
  - Customer demand

- Beginning inventory of retailer
- Quantity received to retailer
- Backorder of retailer
- Shelf space allowed from retailer
- Total demand of retailer
- Beginning inventory of wholesaler
- Receiving quantity of wholesaler
- Total inventory

- By considering all these parameters, the wholesaler takes decision, ships the quantity to retailer and place orders to the distributor.
- The shipment quantity is based on the total inventory of the wholesaler and shelf space allowed from the retailer.
- 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 - wholesaler outstanding order details
  - Lead time
  - Game type : VMI information sharing
  - Business environment : backorder/lost sales
  - Outstanding order details
- Details in a sub-window - wholesaler summery gives
  - Order Graph
  - Order Details
  - Performance
- A typical order graph window is given below



- A typical order details window is as follows



	Retailer				PLAYER:WHOLESALER			GAME TYPE:VMI		ENV: Lost Sales
Week	Customer Demand	Previous Inventory	Quantity Received	Lost sales	Quantity Received	Previous Inventory	Retailer shelf space	Allocated qty	Inv@end	Order placed
1	35	60	0	0	0	90	30	30	60	30
2	28	25	0	3	0	60	35	30	30	30
3	31	0	30	1	0	30	30	30	0	32
4	26	0	30	0	30	0	35	27	3	30
5	28	4	30	0	30	3	35	28	5	29
6	26	6	27	0	32	5	29	27	10	33
7	31	7	28	0	30	10	31	31	9	32
8	30	4	27	0	29	9	32	32	6	30
9	20	1	31	0	33	6	35	25	14	25
10	27	12	32	0	32	14	26	20	26	25

- 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

The distributor and factory gets demand from downstream stages and places order to upstream stages.