ЕКИП “DUNGEON”

<https://github.com/DungeonTelerik/OOP--TeamDungeon2015>

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# Business process simulator

Subject of the application is a company startup for windows, doors and shelters . The company is offering some articles on the market

Items or artivles are objects, which are located in a tree structure. Every item has specific properties such as cross, area, height, width and etc.

For every article is possible to generate specific Request. Any request contains the price of production, materials and installation for specific article and quantity of articles for this request. Every Request has random generated properties such as quantity and sizes of items. For simplicity, it is assumed that each item can be manufactured and installed by one employee for one day, provided that the employee has the necessary resources in the company.

The request engine generates random orders with different prices for materials, manufacturing and installation. After accepting of the Request in the company generates Service. The company set aside money for buying the materials, manufacturing and installation.

The application make a calculation of the service duration.

After completing the service the company can recover the costs with profit. The size of profit is calculated with rate of return.

The company pays salaries to employees, independently of whether or not there have services.

For demonstrating is set, that firm have a capital 10 000, three workers, and rate of return is 15%

The application allowed the stimulation, of the company startup, taking the moments, while the company can have a lack of money.

This allows under different parameters, to calculate probability of need short-term loan or of bankruptcy.