Grocery Simulator

USER MANUAL

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INTRODUCTION

Thank you for purchasing *Grocery Simulator*! The purpose of this simulator is to provide you with the optimal path through a grocery store, getting you your items as fast as possible. Continue reading this manual to learn how to save time and money buying groceries, every week for the rest of your life.

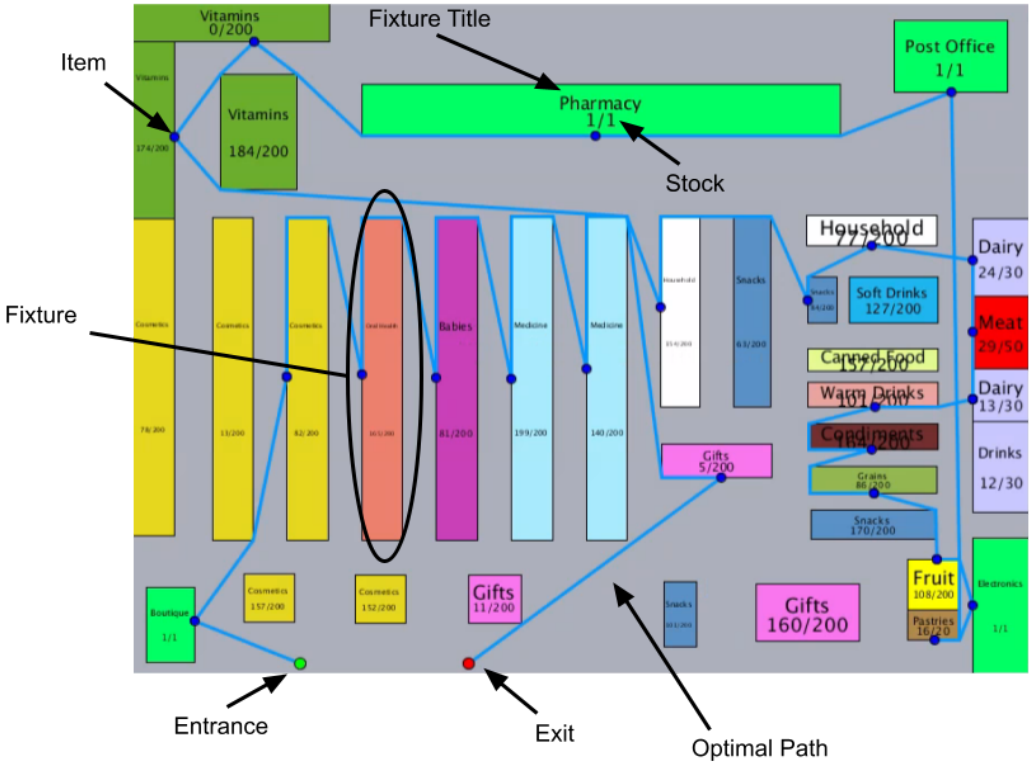
EQUIPMENT/SOFTWARE REQUIRED

- Processing 3.5.4
- G4P GUI Builder 4.4.2
- A functioning computer
- Mouse and keyboard
- A monitor with a screen that is at least 800 pixels wide and 600 pixels tall

BUILDING AND RUNNING GROCERY SIMULATOR

1. Clone the *Grocery Simulator* repository on GitHub from here
2. Open the latest version of the Processing software
3. Go to menu File-> Open… -> Open a Processing sketch… -> select the folder where the repository was cloned -> in this folder select “GroceryStoreSimulation”
4. Go to menu Sketch -> Run to start the application

5. A window will appear with a simulation of a grocery store



HOW TO USE GROCERY SIMULATOR

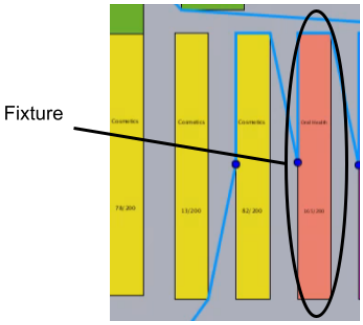
Grocery Simulator will give you the optimal path to get your required items in a store with a configuration of fixtures. You will be able to alter these fixtures and re-arrange them into a new configuration which resembles the store you shop at. *Grocery Simulator* will then automatically recalculate the optimal path through the store.

STORE EXPLAINED

Entrance and Exit:

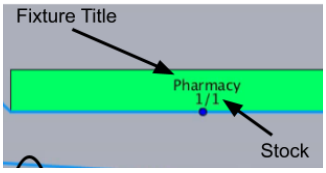
- The green dot represents the entrance to the store while the red dot represents the exit

Fixtures:



- Fixtures represent places you get items in your grocery store such as shelves, bins, stands, counters, and fridges. Any item you wish to have in your store will be in a fixture. The colours of a fixture do not represent anything about it.

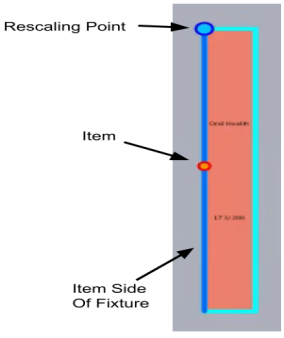
Parts of a Fixture:



Fixture Title - Shows what category of items that fixture holds.

Stock - The first number shows how much stock is available at the fixture, while the second number shows the maximum amount of stock available at that fixture.

Editing a Fixture:



Movement - Click inside a fixture and then drag it or use the “wasd” keys to move it around the screen.

Rescaling Point - After clicking on a fixture click the light blue rescaling point to drag your cursor around to change the size of the fixture.

Item Side of Fixture - This is the side of the fixture where you would grab your item. For example, the side of a freezer with a door. It can

be changed by clicking on the fixture and inputting the left or right arrow key.

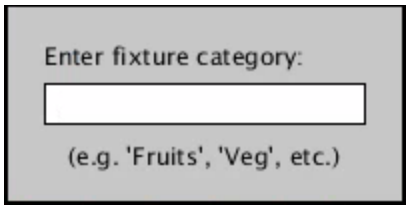
Item - After clicking on a fixture you can click the red item dot to drag the item to exactly where you want it. For example, if you get your pharmaceuticals at the left side of the pharmacy counter drag the red item dot to the left side of the pharmacy fixture.

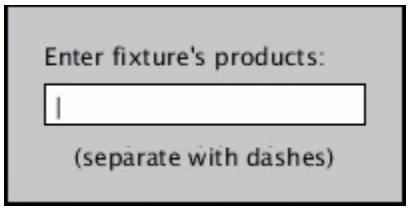
Renaming Fixture - To rename a fixture click inside it and input “r”. In the following text box input the new name for the fixture.

Replace Products - To replace the products in a fixture click inside it and input “R” then enter the names of the products which will be availabe in that fixture. These product names are case-sensitive and must be separated by dashes (-).

Add Products - To add products to a fixture click inside it and input “A” then enter the names of the products which will be added into that fixture. These product names are case-sensitive and must be separated by dashes (-).

Creating a Fixture:





Initializing a New Fixture - To initialize a new fixture you must first input one of the keys 1-7 while looking in the program. Keys 1-5 have set categories with 1 and 2 being “Veg”, 3 being “Dairy”, 4 being “Meat”, and 5 being “Pastries.” Keys 6 and 7 allow you to create a fixture which has any category you would like.

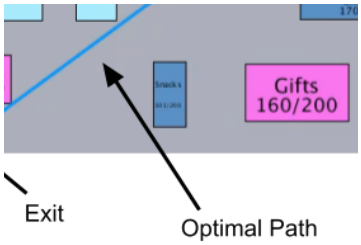
Fixture Category - If keys 6 or 7 are pressed you will need to enter a fixture category. This will later become the fixture title.

Fixture Products - When creating a new fixture you will need to enter the names of the products which will be availabe in that fixture. These product names are case-sensitive and must be separated by dashes (-).

Items:

- The blue dots seen throughout the store are the items that you want to get.

Optimal Path:



- The optimal path is the blue line which runs throughout the store. It goes from item to item and it is the shortest path between the items you want.

LEGAL - LICENSE INFORMATION

By using Simple Grocery™ software you are agreeing to all terms and conditions in effect at the time of purchase.

CREDITS

Simple Grocery was designed by Kevin Huang, Patrick Bota, and Baraa Arafeh from Simple Grocery™.