


## Documentation – Sprint 3

### Game Setting



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Host a Game

#	Delay	Wholesaler present?	Retailer present?	Storage Cost	Backlog cost	Round no.	Game ID		
1	<input type="text" value="0"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	Tgmr7JPuk	<button>Remove</button>	<button>View</button>
2	<input type="text" value="0"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	ecnOSmPsQ	<button>Remove</button>	<button>View</button>
3	<input type="text" value="0"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	PR2vIwurq	<button>Remove</button>	<button>View</button>
4	<input type="text" value="0"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	<input type="text" value="0.0"/>	KMyqAEt9J	<button>Remove</button>	<button>View</button>

Add Game

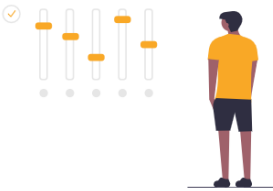
This page is meant for the instructor to change the game setting for each game. Both Remove and Add Game buttons are functional. However, the View button is not functional, since there is no connection with the backend so far. The view button should take the instructor to a page where he/she can see the game stats and monitor the game.

### Customizing Games



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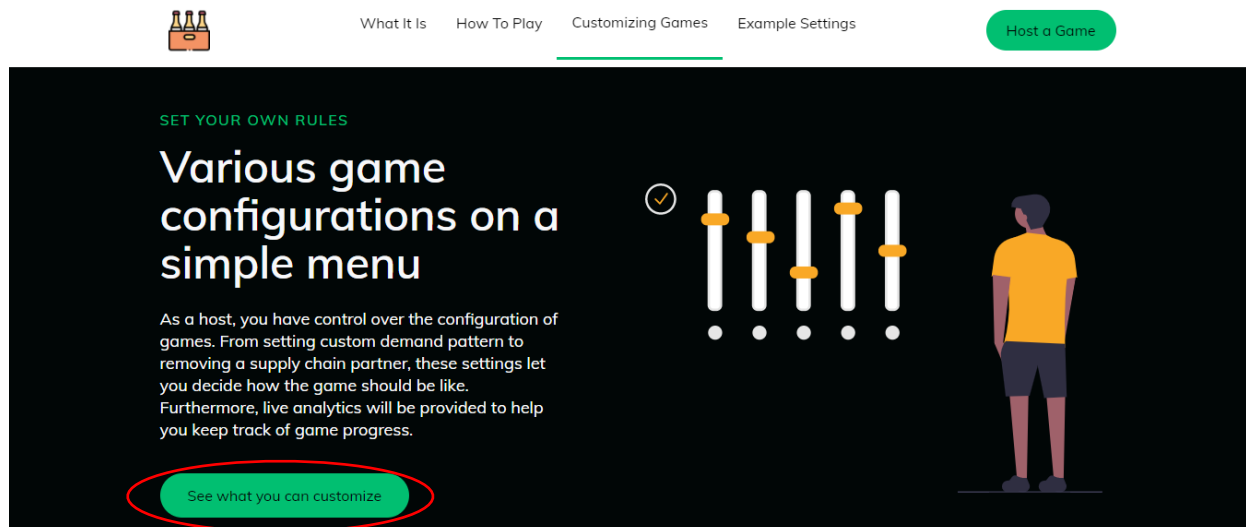
Host a Game



The instructor can set the initial values for the following parameters prior to the start of each game.

- Number of rounds, weeks per game
- Time delay for both upstream and downstream
- Initial number of items in inventory of each stakeholder
- The backlog and the cost of each item in stock
- The amount of information available to each stakeholder can view in the game

This page is meant to provide information to the instructor, on what settings they can change. The user has access to this page from the home page.



Learn More



### What's Supply Chain?

Network of different organizations that somehow work together buying and selling products to each other.

### How to play The Beer Distribution Game


The game is based on supply chain and involves 4 players where each player represents one of the four main companies that built a network in the chain i.e. the factory, the distributor, the wholesaler, the retailer. In case, if there's only 3 players in the game, one role will be taken by the computer automatically.

This page is meant to provide information for the users on how the game works, explains terminology, and clarifies the bullwhip effect.

There is nothing left to do on the Learn More and Customizing Game Pages.

## Documentation – Sprint 3

### Game Page

**Game number :**

Demand from downstream:

Beginning inventory:

On backorder:

Incoming Shipment:

Total requirements:

Total available:

Units Shipped to Customer this week:

Ending Inventory:

Enter the number of units to be purchased from upstreamer:

**Information for the Last Ten Weeks**

**Status of other Supply Chain Channel Members of the Game**

This page will be refreshed every 15 seconds

When all the players have completed the order for the current week, the player will automatically receive a link to proceed to next week.

The status will be updated in seconds.

Week

Factory :

Distributor :

Wholesaler :

Retailer :

**Inventory and Order Status plots**

Customer Demand Plot

Inv/Backorder Plot

Order Plot

Plot all for all Players

**Supply Chain Settings for the Player:**

Holding cost:

Backorder cost:

Downstream player:

Upstream player:

Delay:

We made a game page where the players can play the game, but since it's only front end the next sprint team should start working on a backend with the game and link the frontend and backend.