This is a graph of retailer backlog, cost, and inventory from the original simplegame code. Notice the continuously increasing inventory because the players ordered one extra no matter what happened. Backlog was soon zero because the players always ordered more than enough.

Retailer backlog, cost, and inventory with myOrder function changed so that players order the same as demand unless they have a backlog, in which case they order one more than demand. Inventory levels out at 10 and backlog is eliminated after the 17th week.

Retailer backlog, cost, and inventory with myOrder function adjusted so that orders = demand +3 if there is backlog and demand -3 if the onhand number is greater than totalDemand. Notice the oscillations of all the three parameters. Backlog is not eliminated and cost is not reduced substantially. Not a desirable result.

Retailer backlog, cost, inventory, and shipping with orders= demand +1 if there’s backlog and demand-1 if the onhand number is greater than totalDemand. All parameters oscillate around the same average value of the previous version of the code. But backlog rises out of zero, so this is not an improvement.