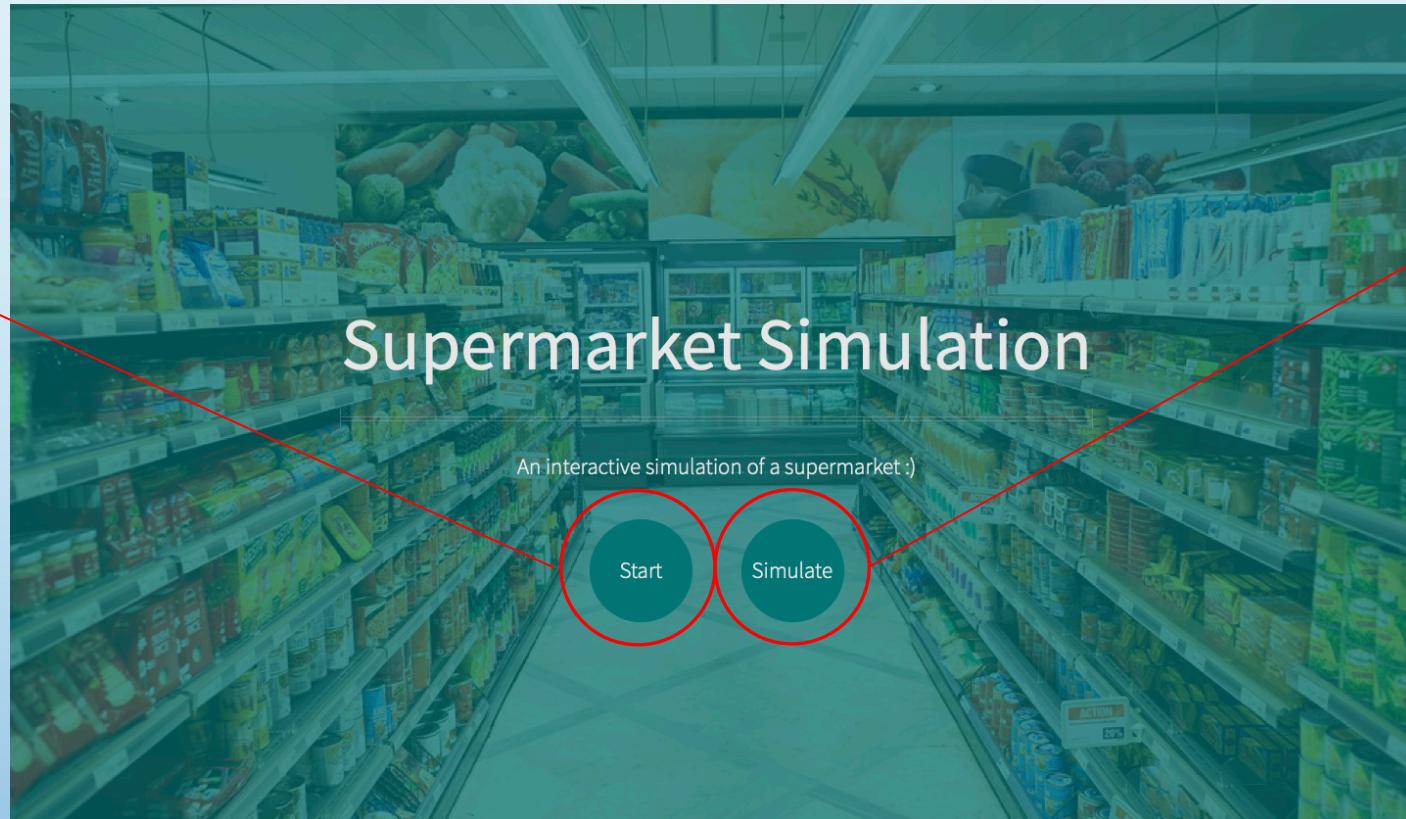


# SUPERMARKET SIMULATION

## USER MANUAL

This 'Start' button  
will bring you to  
our content page

This 'Simulate' button  
will bring you to our  
simulation page.



# CONTENT PAGE

This column includes the links to the different contents that makes this project a success.



This 'Simulate' button will bring you to our simulation page.

Link	Description
Content Page	Table of content
Title Page	Team Number, Team Members, (Optional: Team Member Photos), Submission date, Course Name and Number, Team Name, Project Theme, ESD logo, Team logo
Abstract and Motivation	A solution-neutral statement of the problem area and goal / Textual description of project
Project Description	Summary of the goal of our simulation
Mathematical Model	An explanation of the mathematical model used
Project Management	Functional diagram of project steps with input/output documentation; Project schedule; Task assignment; Due date performance
Simulation Design	Influence diagrams, stock and flow diagrams, state machine diagrams, event graphs, data structure diagram, Capella model
Model Documentation and Programming	Powerpoint guided tour of model (similar to lecture examples) using screenshots and annotations - It should include the model equations (e.g. formulas for state changes); decision Rules (FCFS vs MostNeeded)); Programming Code,
User Interface Visualization and Animation	User's manual or Powerpoint tutorial; screenshots; link to YouTube video; How to install the software or replicate the results?
Output Analysis	What questions can you answer using the simulation? What measures of system performance can you estimate using your simulation? What sensitivity analysis? - Tabular summary of runs; statistical significance of differences; Discussion of whether results are surprising or expected; lessons learned; conclusions
Bibliography	Credits

# PROJECT DESCRIPTION

This 'Home' button will bring you to our content page

Home      Simulate

## Project Description

Link to Document: [Project Description](#)

Average time in Supermarket: 263.9

Supermarket      Arrival Rate:  flaticon      freepik      Svg Icon Supermarket

Our simulation project aims to replicate the customer walking flows and purchasing behaviours in a supermarket. We want to understand the relationships between the counter queues and number of counters, along with the flow rate of customers. We can vary parameters to see the individual effects.

This 'Simulate' button will bring you to our simulation page.

# HOW DOES IT WORK?

These sidebar allows user to increase or decrease the arrival rate of the customers and the animation speed repectively

