RULES

You are the manager of a bakery. At the beginning of each day you place an order for bread based on your prediction since the actual demand is unknown and varies each day.

➢ The objective of this game is to maximize cash!
➢ The simulation takes you through a period of 30 days.
➢ On Day-1 i.e. at the beginning of the month you start with Rs. 600 in your cash reserve.
➢ There is a fixed ordering cost that will be incurred each day irrespective of the quantity ordered. This cost will be mentioned in the simulation file.
➢ You order bread at the start of every day (provided you have sufficient cash). There is a fixed ordering cost (irrespective of the number of breads you order)
➢ Bread lasts for only one day and all unsold breads have to be thrown away at the end of the day.
➢ What you sell on a day depends upon what you ordered and what is the demand during the day. So just press the "Place order" button and start the game!
➢ Additionally, you have the following data to help you during the simulation.

Game Parameters	Cost Price (Rs.)	20
	Selling Price (Rs.)	22
	Average Demand (units/day)	20
	Standard Deviation of Demand (units/day)	10
	Total days in the game play	30
	Beginning Cash in Rs. (on Day 1)	600

Evaluation Criteria:

Evaluation will be done on the basis of the cumulative cash reserve at the end of each simulation.