

## WAREHOUSE MANAGEMENT

### Game objectives:

- ✓ reasonable warehouse management i.e. having the lowest possible cost
- ✓ getting to know the needs of potential customers

### Game instructions

1. There are **teams consisting of 1,2 or 3 people**
2. The first three rounds are played together, **the initial number of products on stock is the same** for all the players – that is **30**
3. The aim of the team is **ordering the goods reasonably** in order to reach **the lowest possible cost of managing the warehouse.**
4. The goods are delivered to the warehouse **three weeks** after they have been ordered
5. **Every week demand** is drawn by the players and is **the same for everybody**
6. The amount of demand has the value between **1- 10**
7. There is a possibility to draw the 1x, 2x, 3x cards which means that the player draws additional 1, 2 or 3 cards
8. A team can **order** goods only before **drawing the value of demand** in a given week
9. Players don't pay for computers, they cover the costs of storage, delivery and possible profit loss
10. **The profit loss is possible when the drawn value of demand is higher than the goods on stock**  
**The winner is the team which reaches the lowest possible cost of warehouse management**

### Necessary information about the costs of warehouse management:

Weekly cost of one product storage	- 2\$
Delivery cost	- 100\$
Profit loss	- 50\$