Manufacturing Extended Game

HEC MONTRĒAL ERP SIMULATION GAME — Manufacturing Game — *powered by ERPsim*

User: **$_1 to $_9**
Initial password: **ERPSIM**

FORECAST SALES

Create Planned Indep. Req. (MD61)

1 Select *Product group* and enter the following information

⦿ Product group: **$$-F**

2 Continue

3 Enter your forecast quantities in the 2nd date column

4 Save

CALCULATE REQUIREMENTS

MRP Run (MD01)

1 Press *Enter* or click Execute

2 Ignore orange warnings

Press two more times on *Enter*

3 In the pop-up window, click Continue

ORDER MATERIALS

Create Purchase Orders (ME59N)

1 Execute

! Purchase orders are created

! If no open requisitions:
No suitable requisitions found

RELEASE PRODUCTION

Convert Planned Orders (CO41)

1 Run Selection

! If no planned order: *Planned order could not be selected*

2 Select orders

3 Convert

! If conversion fails, click on ✕ to see log

PLAN MARKETING BUDGET

Marketing Expense Planning (ZADS)

1 Enter your daily amount of marketing expenditure for each product per area

2 Save

MAINTAIN PRICES

Change Price List (VK32)

1 Open the *Prices* folder and double click on *Price list*

2 In *Distribution channel*, enter **10, 12 or 14**

3 Execute

4 Modify your prices

5 Save

FINANCIAL STATEMENTS

Financial Statements (F.01)

1 In *Company Code*, enter your <company code>*

2 GUI step
Select ALV Tree Control
FIORI step
In *Statement Version*, enter SIM1

3 GUI step Execute
FIORI step Go

STOCK LEVELS

Inventory Report (ZMB52)

Shows stock levels for both finished products and raw materials

Shows quantities of raw materials reserved for production

CASH FLOW

Liquidity Planning (ZFF7B)

Displays an estimate of your cashflow for the coming weeks

PROCUREMENT TRACKING

Purchase Order Tracking (ZME2N)

Shows the details and the status of each purchase order

Shows the dates of expected goods delivery

Procurement Sourcing (ZME13)

Shows the price of each raw material sold by vendors

PRODUCTION SCHEDULE

Production Report (ZCOOIS)

Shows released production orders

For each order, the time released, started and finished (or to start and finish if incomplete)

If Target Qty > Conf. Qty production is still pending

PRODUCTION COST

Product Cost Planning (ZCK11)

Shows variable and fixed costs for each finished product

Recalculates costs based on production capacity and productivity level

Shows daily amounts of fixed costs (overhead, depreciation and S, G & A)

SALES AND MARKET DATA

Summary Sales Report (ZVC2)

Shows aggregate daily sales by product

Detailed Sales Report (ZVA05)

Shows sales related info such as sales revenue by region

Price Market Report (ZMARKET)

Shows aggregate market sales data of past 5 days

CHANGE PRODUCT DESIGN

Validated BOM Change (ZCS02)

1 Select the material to change by clicking

Edit BOM

2 Change quantities and Save

! If received error messages, click on Continue to modify the entries

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LOAN REPAYMENT

G/L Account Posting (FB50)

1 In *Journal Entry Date*, select today's date

2

	1st Line	2nd Line
Account	113300	113101
D/C	Credit	Debit
Amount	???	???

3 *Click on Simulate* and then Post

SETUP TIME REDUCTION

G/L Account Posting (FB50)

1 In *Journal Entry Date*, select today's date

2

	1st Line	2nd Line
Account	113300	478000
D/C	Credit	Debit
Amount	???	???

3 *Click on Simulate* and then Post

INCREASE CAPACITY

G/L Account Posting (FB50)

1 In *Journal Entry Date*, select today's date

2

	1st Line	2nd Line
Account	113300	11000
D/C	Credit	Debit
Amount	???	???

3 *Click on Simulate* and then Post

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*To find your company code, refer to transaction ZORG (Organizational Structure)

■ Planning ■ Procurement ■ Production ■ Sales ■ Reports ■ Accounting

Manufacturing Extended Game

| User: | $_1 to $_9 |
| Initial password: | ERPSIM |

Adapted for Fiori and for SAP GUI
with Fiori Visual Theme Activated

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Last Update: July 12, 2021

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Nut

| $$-F01 $$-F11 | 500g 1kg |

20% wheat*
30% oat*
20% nut*
1 box / 1 bag*

*minimum

Blueberry

| $$-F02 $$-F12 | 500g 1kg |

20% wheat*
30% oat*
20% blueberry*
1 box / 1 bag*

*minimum

Strawberry

| $$-F03 $$-F13 | 500g 1kg |

20% wheat*
30% oat*
20% strawberry*
1 box / 1 bag*

*minimum

Raisin

| $$-F04 $$-F14 | 500g 1kg |

20% wheat*
30% oat*
20% raisins*
1 box / 1 bag*

*minimum

Original

| $$-F05 $$-F15 | 500g 1kg |

20% wheat*
30% oat*
1 box / 1 bag*

*minimum

Mixed

| $$-F06 $$-F16 | 500g 1kg |

20% wheat*
30% oat*
30% fruits & nuts**
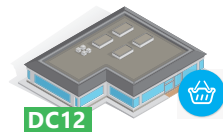1 box / 1 bag*

*minimum
**At least some of all fruits/nut

CUSTOMERS

DC 10: Hypermarkets
Payment Time: 20 days
Approximate Market Size
€90 000 per team per week

DC 12: Grocery Chains
Payment Time: 10-20 days
Approximate Market Size
€360 000 per team per week

DC 14: Independent Grocers
Payment Time: 1-20 days
Approximate Market Size
€120 000 per team per week

SUPPLIERS

| Lead time (days) | 1-5 |
| Payment time (days) | 20 |

STORAGE CAPACITY AND COSTS

Product type	Current space	Cost per additional 50 000 units*
Finished products	250 000 boxes	€500/day
Raw materials	250 000 kg	€1 000/day
Packaging (bags and boxes)	750 000 units	€100/day

FIXED COSTS (€ paid each 5 days)*

Labor	20 000
Manufacturing overhead	15 000
S, G & A	40 000
Depreciation (Building)	1 250
Depreciation (Equipment)	50 000**

*Billed automatically

PRODUCTION CAPACITY

Capacity (units/day)	24 000
Additional Capacity Cost (€ per 1 000 units)	1 000 000**
Minimum/Maximum Lot Size	16 000/48 000

**Investing in additional capacity will increase equipment depreciation costs

SETUP TIME

Setup time (hours)	Expense (€)
8	–
7	50 000
6	125 000
5	250 000
4	500 000
3	1 250 000