

# Manufacturing Extended Game

User: \$1 to \$9



Password: ERPSIM

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Last Update: December 19th 2017



## FORECAST SALES

### Create Planned Indep. Req. (MD61)

- 1 Select Product group, then enter : \$\$-F
- 2 
- 3 Enter forecasted quantities in the 2nd date column
- 4   
? The quantity corresponds to the replenishment level


## CALCULATE REQUIREMENTS

### MRP Run (MD01)

- 1 
- 2 Click once again on **Enter**
- 3 In the pop-up window, click 

## PURCHASING

### Automatic Gen. of POs (ME59N)

- 1 
- 2 Purchase orders are created
- ? If no open requisitions :  
*No suitable requisitions found.*

## RELEASE PRODUCTION

### Coll. Conversion of Pld Orders (C041)

- 1   
? If no planned order: *Planned order could not be selected*
- 2 Select orders
- 3 Click on **Convert**. Message confirms the conversion.
- ? If conversion fails, click on  to see log



## MARKETING EXPENSE

### Marketing Expense Planning (ZADS)

- 1 Enter the daily amount of marketing for each product and each area.
- 2  To apply your marketing expense plan


## CHANGE PRICE

### Condition Maintenance: Change (VK32)

- 1 Open *prices* folder and double click on **Price list**
- 2 In *Distribution channel*, enter 10, 12 or 14
- 3 
- 4 Enter your prices
- 5 

## FINANCIAL STATEMENT

### Financial Statements (F.01)

- 1 In *company code*, enter your company code (\$\$)
- 2 Select ALV Tree control (optional)
- 3 

### Liquidity Planning (ZFF7B)

Displays an estimate of your cashflow for the coming weeks.

## STOCK LEVELS

### Inventory Report (ZMB52)

Shows all stock levels

## PO TRACKING

### Purchase Order Tracking (ZME2N)

Shows for each purchase order, the issue , arrival and payment dates.

### Vendor Pricing (ZME13)

Shows material prices for each vendor.

## PRODUCTION SCHEDULE

### Production Schedule (ZC00IS)

Shows released production orders, past and future. For each order the time released, started and finished (or to start and finish if incomplete).  
**Target Qty > Conf. Qty** means still pending.

## PRODUCTION COST

### Product Cost Analysis (ZCK11)

For each product, it shows variable and fixed costs.

## SALES AND MARKET DATA

### Sales Order Report (ZVA05)

Shows sales transactions: time, sales revenues, boxes sold and price per box.

### Summary Sales Report (ZVC2)




Aggregates the daily sales orders by product.

### Price Market Report (ZMARKET)

Shows market sales for lagging 5 days - revenues, units, and average price.

## CHANGE PRODUCT DESIGN



### Modify BOM (ZCS02)

- 1 In *Material*, enter the product to redesign : \$\$-F##
- 2 
- 3 Change quantities
- 4   
? If prompted the "incorrect recipe" message, click on  to modify it

## LOAN REPAYMENT

### Enter G/L Account (FB50)



- 1 Enter current date (F4) in *Document Date*
- 2

	1 <sup>st</sup> Line	2 <sup>nd</sup> Line
Account	113300	113101
D/C	Credit	Debit
Amount	???	???
- 3 
- 4 

## SETUP TIME REDUCTION

### Enter G/L Account (FB50)



- 1 Enter current date (F4) in *Document Date*
- 2

	1 <sup>st</sup> Line	2 <sup>nd</sup> Line
Account	113300	478000
D/C	Credit	Debit
Amount	???	???
- 3 
- 4 

## INCREASE CAPACITY

### Enter G/L Account (FB50)

- 1 Enter current date (F4) in *Document Date*
- 2

	1 <sup>st</sup> Line	2 <sup>nd</sup> Line
Account	113300	11000
D/C	Credit	Debit
Amount	???	???
- 3 
- 4 

# Product Design

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Nut	
\$\$-F01	500g
\$\$-F11	1kg

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

\*minimum



Blueberry	
\$\$-F02	500g
\$\$-F12	1kg

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

\*minimum



Strawberry	
\$\$-F03	500g
\$\$-F13	1kg

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

\*minimum



Raisin	
\$\$-F04	500g
\$\$-F14	1kg

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

\*minimum



Original	
\$\$-F05	500g
\$\$-F15	1kg

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

\*minimum



Mixed	
\$\$-F06	500g
\$\$-F16	1kg

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

\*minimum

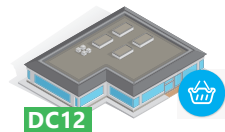
\*\*At least some of all fruits/nut

## CUSTOMERS



### DC 10: Hypermarkets

Payment Time : 20  
Approximate Market Size  
€90 000 per team per week



### DC 12: Grocery Chains

Payment Time : 10-20  
Approximate Market Size  
€220 000 per team per week



### DC 14: Independant Grocers

Payment Time : 1-20  
Approximate Market Size  
€130 000 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 product	250,000 boxes	€500/day
Raw materials	250,000 kg	€1 000/day
Packaging (bags and boxes)	750,000 units	€100/day

\*Billed automatically

## FIXED COSTS (€ paid each 5 days)\*

Direct labor	20 000
Factory 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 (€ per 1,000 units)	1 000 000**

\*\*Investing in additional capacity will increase equipment depreciation costs

## SETUP TIME

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