

Assignment 2

Assignment answers should be submitted on Moodle in PDF format. Please keep your answers to two pages in total.

1 Automobile game

- 20 points What notions of supply chain decision making are modeled by Martin Wallace's *Automobile*?
- 20 points An important distinction exists between the Automobile game and inventory management models: there are multiple decision makers in the game. How can we take this into account when applying tools from inventory management in this game?
- 20 points Suppose that there are two players in the game, yourself and an opponent who makes decisions randomly (according to a roll of the dice). Describe this setting as a Markov decision problem.
- 20 points What lessons do you take away from the Automobile game?
- 2 points Would you prefer to have played a shorter version of the game or this game for a greater amount of time?
- 2 points Would you prefer to have been loaned the game and play it at your own leisure or did you appreciate playing the game in a large room?
- 2 points Did you like playing in groups of pairs or would you prefer to have played alone?
- 2 points Do you have any additional thoughts to help us improve this project for the future?