

Coffee Truck Game Instructions

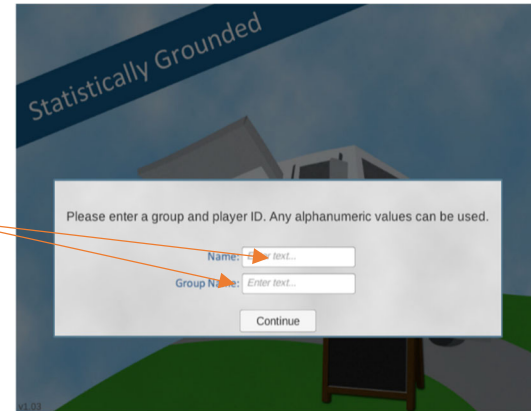
Go to the web site and watch the video tutorial:

<https://stat2games.sites.grinnell.edu>.

Then select the **Coffee Truck** tab and then click the **Play Tangrams** button.

This site may take a few seconds to load.

- Enter a **Player ID** and a **Group ID**. Any combination of alpha-numeric characters will work. *Note that this ID will be public on the web, so do not use your actual name for a PlayerID.*
- Click the **Continue** button:



This will bring you to the **Menu** page. There are several options that you can choose from. You may choose to ignore these options and simply click the **Start Sim** button.

Goal: Pick the appropriate location, music, price, and time to make maximum profit.

GAME OPTIONS:

Location: There are 4 different locations that can be chosen from: Business District, Near the Zoo, City Park, and City Hall.

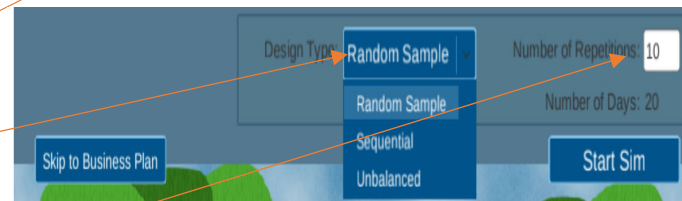
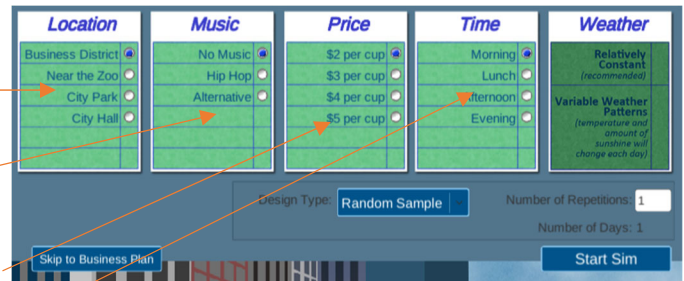
Music: There are 3 options for music: No Music, Hip Hop, and Alternative.

Price: There are 3 options for price: \$2 per cup, \$3 per cup, \$4 per cup, \$5 per cup.

Time: There are 4 options for time: Morning, Lunch, Afternoon, and Evening. Play can pick up to 3 shifts.

Design Type: There are 3 options for design type: Random Sample, Sequential, and Unbalanced. The default should be Random Sample.

Number of repetitions: The player can choose the number of repetitions for each combination.



Skip to Business Plan: Player can choose to skip to the business plan. Here the player needs to make suggestions for Jo. The game will automatically run for 13 weeks and total income will be calculated. This is often done AFTE playing the game several times and the player believes they know the best options for Jo.



Coffee Truck Variable Descriptions:

Variable Name	Type	Description
GameNumber:	Integer	Each game is assigned a unique game number
Date	Date	The date and time the game was played. It has a Year/Month/Day/Hour: Minute format.
PlayerID	Categorical	Any alpha-numeric term used for each player
GroupID	Categorical	Any alpha-numeric term used for each player or group. Often instructors ask all students in the class to use the same GroupID
Potential response variables		
Sales	Quantitative	The number of cups of coffee sold
GrossIncome	Quantitative	Gross income from selling coffee for one shift
Profit	Quantitative	Profit from selling coffee for that shift
Potential explanatory variables		
Location	Categorical	The location where the coffee is sold
Music	Categorical	The type of music played
Price	Categorical	Price of coffee
TimeOfDay	Categorical	Time of day that is selling coffee
Weather	Categorical	Weather condition
Temperature	Quantitative	Temperature of the weather when selling the coffee
Other Variables		
DesignType	Categorical	Design type of the simulation. Can be Random sample, Sequential, or Unbalanced.
CurrentMoney	Quantitative	The total amount of money currently for a given day

Sample student handouts, instructor notes, and research activities are available here:

<https://drive.google.com/drive/folders/1UyMtxFthjD57UyssqUL1poXbmlRxl1ZM>

Sample online activities are available here:

<https://dataspace.sites.grinnell.edu/statsgrounded1.html>