**Abstract**

People may hesitate and make bad decisions especially when they are under pressure, which may result in unnecessary loss. We created a multiplayer tablet game, VISTALIGHTS, in order to help players to learn about the decision-making process and how to make better decisions. VISTALIGHTS, is a role-playing game, allowing players to be representatives of a port authority or industry. They get to decide how the Houston port operates.

**Gameplay**

- Each player has a personal tablet, while the game server’s status is shown on a monitor.
- Once an oil spill occurs, players must gather their information and try to prioritize ships.
- When they reach consensus and submit their orders, the server will simulate the result.
- Players’ goal is to balance and optimize the economy, environment, and safety.

**Goal**

- To develop an innovative game environment that combines important elements in resilient supply chain engineering
- To create an innovative and playable prototype that showcases the potential of the VISTALIGHTS’ architecture for research, training, and education
- To develop the prototype from Houston port to the global system, including the road system and city system.

**Interface**

- The main screen shows ships running in the world.
- Three buttons at the top-right corner are linked to pages showing Players’ information, Stakeholders’ satisfaction and the Settings.
- The gold board is an Notification Board to notify players of new ships, information, and new events.

**Reference**