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The Adventure to Edible Food Packaging
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Full Description of Edible Food Packaging

Edible food packaging is a new technology that could change the world as we know it today. If a city such as San Francisco was to mandate edible food packaging on grocery store shelves, the city would reap many benefit. The most obvious may be suppressing the amount of plastic waste polluting the Bay Area, deducing the amount of plastic packing our landfills, and possibly cleaner sidewalks within the city. Edible food packaging will also offer a new and significantly large industry as companies will be able to play with the flavors & textures of edible packaging. Additionally, to ensure sanitation and long shelf lives, new technologies must be created along with edible packaging creating even more opportunity.

Nonetheless, with any new widespread technology, there may be some issues that come alongside with the development of edible food packaging. Firstly, it's hard to beat plastic for being cheap, light, and flexible; as a result, food companies may struggle to find an edible packing that will do what they need to do while keeping their cost low. This may ultimately pass on any additional costs to their consumers leaving them to be hesitant in purchasing their products. Additionally, there will be concern with germs contaminating edible wrappers before consumption as well as the product's shelf life. New technologies along with edible packaging will have to be created to ensure that products will be germ free before it is eaten, as well as they will last more than a few hours after purchase.

Overall, the development of edible food packaging could spark new business in the world, replacing that of single-use plastics; especially if legislation was put into place to replace all plastic wrapped with edible ones. The United States could become an example of plastic-free food packaging for the world, allowing others to follow, leading to a significant decrease in the amount of single-use plastics that float in our oceans and fill our landfills.

The Adventure of Edible Food Packaging

In this project, you are put into a simulation in which you help a scientist achieve their goal of mandating Edible Food Packaging in the city of San Francisco. By choosing your way through the game, you get to see how different routes will impact different players in the game, for example, the Scientist himself, or a super market chain CEO whose stores would have to change dramatically if edible food packaging was mandated across the city. With your goal of mandating the technology in mind, you may reach a dead end in the game that will give you a

reason of why what you chose did not work out for the goal and force you to restart the game. Additionally, your end game results will show you all the players you met throughout the game and how your choices impacted their satisfaction. If you are unable to make it far into the game, some players will remain "locked" until you do meet them to inspiring you to play the game multiple times until you unlock all the players and reach the *best possible ending*.

Aesthetics

In order to make this tough controversy fun and easy to understand, I focused on making this project very game-like; so simple that even a child could try. By adding custom drawings of each of the players in the game, the user could recognize each player and develop sympathy or feelings for each player. With just words or symbols it's hard for one's cognitive mind to truly understand who is really being impacted by your choices. Moreover, by adding a different background for each scene, each user could have a better understanding of where this is taking place and how people in those areas typically react. Overall, these design choices set up the mental environment in which the user needs to be in before making a decision in the game.