This game is designed to convey an inevitable outcome for the planet earth. As humanity continues to live unsustainably our plastics continue to pile up with little signs of disappearing. The average plastic takes up to 500 years to decompose, this being said our natural environments are already infested with plastics harming and killing wildlife. It is very difficult for our society to notice this immediate effect as our waste management systems are designed to flow this waste out from the metropolises and housing districts and into the natural ecosystems. As much as this a material process, it also promotes a false aesthetic which hides the impact of our actions rendering our consciousnesses free from guilt. This process’ aesthetic facilitates the industrial demand for cost efficiency at the cost of material sustainability, as it divides the consumer from the negative repercussions of their consumptions.

The greatest issue with this system is that there is a finite amount of natural environments we can destroy and that these ecosystems are incredibly important for our survival. The concept of dividing the consumer from the long-term negatives of their actions is with no doubt promoted by capitalistic mechanisms. As long as consumer’s cannot physically perceive the effects of there actions they will continue to only see the benefits of the decisions. Benefits such as a drink being cheaper due to an efficient production cost or the ability to easily throw away the container in any trashcan. I actually find the action shaming people who throw garbage on the ground to be not fully thought out. The reality is Canada no longer recycles, let alone most recyclables end up in the garbage anyway, thus these plastics are just sent to never ending dumps or into rivers to harm wildlife. Why not fill our metropolises with our trash and experience the full effects of our actions. Wouldn’t the aesthetic of this waste proposition be more informative of our long-term repercussions and help us in the long-term.

The truth is humans want immediate rewards and with less work and the industries are willing to provide this at cost we don’t have to perceive immediately.

Long-term paradox

Discrepancy between a moment and a timeframe.

In the last chapter, Camus outlines the legend of Sisyphus who defied the gods and put Death in chains so that no human needed to die. When Death was eventually liberated and it came time for Sisyphus himself to die, he concocted a deceit which let him escape from the underworld. After finally capturing Sisyphus, the gods decided that his punishment would last for all eternity. He would have to push a rock up a mountain; upon reaching the top, the rock would roll down again, leaving Sisyphus to start over. Camus sees Sisyphus as the absurd hero who lives life to the fullest, hates death, and is condemned to a meaningless task.[[4]](https://en.wikipedia.org/wiki/The_Myth_of_Sisyphus#cite_note-4)

Camus presents Sisyphus's ceaseless and pointless toil as a metaphor for modern lives spent working at futile jobs in factories and offices. "The workman of today works every day in his life at the same tasks, and this fate is no less absurd. But it is tragic only at the rare moments when it becomes conscious."