It is an ordinary day when I am adding new features to my GPA calculator at home. A pop-up message appear directly on the right corner of my computer.

‘*Hey Calen, would you like to join a project-based competition with me?’*

The message is from the girl I’ve crushed on for a long time. How could I reject such a great chance to be with her? I accept the offer immediately.

Next day the girl and I sit down in the classroom along with the other group members composed of students being brilliant on psychology, biology, and literature （这几个学生的背景是什么？比如说xx擅长音乐，xx擅长文学，xx擅长理科等等，他们都是中国人嘛？） to brainstorm for the project. We quickly decide to work on the topic of Sex Education, but how to work on it become a problem. As a *“Computer Science Maniac”* who has always loved to use the so-called boring computer codes to help with solving real life problems for my community, like the GPA calculator I made for schoolmates to check their gpas. I propose an idea of making a sex-education video game, though I believe making a video game with the tag of sex education on it will be challenging. Not only has nobody ever done that, but also I realize that topic in mainland China is culturally sensitive. Luckily, my team members are all for it, and naturally I am the person who is going to technically work on this game. I never doubt why all of them support my idea. After all, I feel a little embarrassed that a teenager boy like me even has no idea how to get along with his beloved girl. The lack of sex education has left us youth with many teens problems. So we try to change the whole environment, with our innovation, our courage, and our determination.

For me, it is surprising that the real challenge for me is not from the technical key points that haven’t touch before( game engine, new programming language, etc.). I can face these challenges by self-studying, like what I always did facing similar challenge-s. But when it comes to game production, the content of it is what really matters. Despite knowing little about sex-education for myself, I have to figure out a way to make the content of the game both entertaining and educational to the other teenagers. So, I started to walk out of my “coding zone”, and started to communicate with this world to find the answer.对我个人来说，没想到这次的game design真正挑战的地方不是那些我没有触及过的technical issues （比如说用什么新的game engines啦，什么新的编程语言啦等），这些你都可以通过自学得到技术上的解决。但是作为游戏，它的整体内容更复杂，确实很挑战你。怎么通过“寓教于乐”成了你的难题。 先不说自己对性教育很缺失，又怎么能去引导其他青少年学习呢？所以，你开始走出你的coding zone，你开始去更多和这个社会communicate。**1.** Together we went to the hospitals to ask the doctors about sex-education and their perspectives on sex-education environment in China. **2.** We went to the internet and found documents to educate ourselves first before making the video game. We also asked lots of our schoolmates to validate our assumptions on certain game ideas. Thanks to my schoolmates and all my team members ideas based on their own cultural background and interested fields, **3.** 有没有采访同龄人？谢谢多样背景的members，他们给到了你除了游戏技术外非常有建设性的意见，I have decided to make an adventure game with multiple endings based on cinematic content.（什么养的类型？） ~~So, I started to make this game. To build a multi-platform game (the game that runs on both mobile phones and computers), I need to learn how to use game engines and a new programming language.~~ During the production process of the game, we often work from dawn to dusk to just finish a feature; we always spend the whole day shooting the content of the game.

几个月后？几天后？（这个游戏做了多久？从准备材料到第一次发行到中国社交网站）After four months of game production and the preparation of relevant documents for game submission to software distributors, I was ready to submit our game to some Chinese software distributors. Soon it was rejected. They have told me that a game with such a sensitive theme will never be able to reach the people inside China. But there is nothing inappropriate in my game. It is a game that will be able to help the teenagers to learn sex-education knowledge, and the content ~~of it is less inappropriate than all the Marvel Movies~~. I have no idea why they wouldn’t’t accept this game. I wasn’t convinced by their rejection reason at all. They haven’t even play through all the content of the game. They chose to reject our game just because of the topic of Sex-Education, which is a sensitive topic in China. This is not fair to either us and the new generation of teenagers. Because I didn’t want my team’s effort which I was so proud of and a potentially new way for the teenagers to learn sex-education to be denied so easily, I wrote a 7 page appeal letter to these distributors hoping that they could understand our initial commitment and our persistence. 我内心不服气，他们甚至都没有认真看过全部内容，知识因为“性教育”这几个敏感字眼就拒绝发行，这无论对我们或者对新一代青少年都是不公平。我因为我们的努力而感到骄傲，希望其他人也能通过这种方式了解性教育，帮助他们解决青少年独有的困惑。于是我提笔向these distributors写了一封7页的’appeal letter‘去分享我们的初衷，我们的坚持。 I sent the letter, worrying about what if this letter won’t change these distributors’ mind, and our game failed to be released to the world? With that concern, I also tried to reach out to Steam, an international software distributor, which has eventually accepted out game. 我又去尝试联系一些全球性的社交媒体（是这样嘛？？）最终一家approved了我们的游戏。

On February 1st, I published the game onto STEAM, a global software distributing store, waiting for her destiny. As a reward for hard work, I caught the flight to Norway, with my camera to meet with the Aurora. When my phone got a signal when I got off a plane, the intermittent calls from various medias telling me that the game we created has been trending on the Internet, and they would like to interview us, the six high schoolers.

Do we bring something difference to the world around us?

The answer maybe *YES* when many Chinese main stream media reported out game 中国的一些主流社交媒体最终release了我们的游戏with over 100, 000 downloads. Seeing the powerful driving force, we can say we are ready to do something bigger for the whole world in the near future.

No matter what, one of the most obvious change to me is that, instead of searching *Qura* on what's the best way to tell a girl I have a crush on, I find my own.