Flying over mountains on the back of dragons and commanding a team of gophers in battles against poisonous butterflies, I remember feeling fascinated by Pokémons at age seven and intrigued by the joy of a hand-held device called DS. Although Pokémons did’t actually exist, I knew that I could use technology to create something like Pokémons.

In 7th grade, I "captured" my first Pokémon.

Frustrated by the inconvenience of obtaining my school GPA, I created a GPA calculator by using computer programming. The positive feedbacks from my classmates and teachers proved that my hard work paid off, and my ideas were not just random useless daydreams. I viewed it as my first Pokémon. Since then, nobody ever doubted me playing video games as an excuse of loving computer science. With this success, I continued to improve my computer science skills, hoping that one day I could be strong enough to become the "Pokémon Master" in the world of computer science.

However, my understanding of being a "Pokémon Master" changed when Sharon invited me to join CTB (an innovative project-based competition). We chose sex-education as our theme. I proposed to create a video game because it is an intriguing media platform that actively engage with the audience.

As I began to develop the game, I realized that the sex-education game was different from the projects I’ve created before. Technology was not the sole component. Due to lack of support and doubts coming from people's bias about sex-education, our motivation was weakened. I recalled the doubts I received earlier. If I was able to prove to my classmates my love for computer science, why can't we prove to the society that we’re doing something beneficial? I put programming aside, and focused on sharing my funny stories to recover our team's spirit. In order to increase the game’s reliability, we consulted the specialists about sex-education. After realizing the rooted bias of sex-education, my desire to "fix" this problem became stronger.

Four months later, we submitted the finished game to the Chinese software distributors. However, they rejected it due to "sensitive contents". This was like the hardest final battle in the Pokémon game. Nothing could take the place of perseverance. I tried to convince the distributors by meeting with the game reviewers. Through much back and forth communication and a few changes to the game, they finally approved to release it inside Mainland China. Meanwhile, I uploaded the original one on Steam - a global software distributor.

When I hear online communities talk about how they have learned knowledge regarding gender equality and puberty through our game, I feel a sense of pride that our mission has accomplished. Being a Pokémon master is no longer just about having the strongest Pokémon, but about being brave enough to explore the unknown with responsibility and persistence.

Now I’m still on my way of becoming the Pokémon Master, but this time, it is not only for computer science, but also for the goodness of the world.