Flying over mountains on the back of dragons and commanding a team of gophers in battles against poisonous butterflies, I became fascinated by Pokémon, this dream portal that allows me to do whatever I want, since I was seven years old. Unlike many other kids who only wanted to play this game. My ubiquitous curiosity has shifted toward technology as I was fascinated by the joyful experiences this game installed on a hand-sized screen could bring. I desperately wanted to have my own real-life Pokémon. Although this could never happen, I realized that I could create something like Pokémons through technology, a powerful and reliable companion.

In 7th grade, I learned the programming language Python from the internet and decided to create my first “Pokémon”. Frustrated by the inconvenience to obtain my calculated GPA at school, I decided to make a GPA calculator for my grade. After the release of my app, I realized that I have “captured my first Pokémon” in my life when I was flushed with positive feedback from my classmates and teachers. I felt happy that all my dedications to this project using the time outside the classroom hasn’t been wasted, and the ideas that came from my curious minds are not just random useless daydreams. 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” of computer science.

One day, I have received my most unexpected challenge from Sharon, the girl I had crush on. She invited me to join a competition aiming to solve a problem facing our world. I accepted her offer without any hesitations. Next school day, Sharon proposed Sex-Education as our main topic. I immediately agreed and proposed the idea of making a sex-education video game because I believe that you can do anything in the video game. So, why can’t we learn sex-education through a video game? All the members approved my proposal, and we began to work on this video game.

As I began to develop the game, I realized that the topic of Sex-Education was much more than a random topic I agreed to work on because that was proposed by the girl I liked when we started to encounter difficulties from the public ideological bias to the sex-education. Even some of my classmates thought that we were doing something inappropriate.

These prejudices and the obstacles following it led some of my teammates’ attempt of changing the topic. When they proposed, I recalled the doubts I have received during my early pursuit of computer science. Many people thought that I used computer science as an excuse to play more video games. If I have succeeded to prove to them that I truly love computer science, why can’t we prove to the society that we are doing trying to help? I convinced my teammates to stay on the topic. Like John F. Kennedy said, “Not because they are easy, but because they are hard.” These obstacles we were facing have showed us how urgent China needs sex-education. I shall overcome these obstacles like the real Pokémon Trainers overcome the challenges on the way of becoming the Pokémon Master.

Four months later, we finally finished the game, and we submitted it to the Chinese software distributors. Then we met our biggest challenge: they rejected our game due to “sensitive content” issue. I realized that this was like the final battle in the Pokemon game before becoming the Pokemon Master, and I will not give up just because this final battle is the hardest one throughout the whole game. I set a meeting with the game reviewers and after much back and forth communication, I successfully convinced them to approve and release the game inside Mainland China after making a few changes to the game. In addition, I uploaded the original game on Steam, a global software distributor.

Until now, our game has over 150,000 downloads and I have made four addition updates to the game. These results make me excited and reminds me of the work my team and I put in was well worth it. We have proved to the society that sex-education is not an inappropriate topic through technology. I found out that being the Pokémon master is not only about having the strongest Pokémon, it is also about having the courage to explore the areas of unknown with the persistence to overcome the challenges ahead.

I am still on my way of becoming the Pokemon Master, but this time, it is not only the Pokemon Master of Computer Science, it is the Pokemon Master for the goodness of the world.

I think the problem is you’re trying to juggle too many things at the same time. Themes I see include: curiosity, persistence, and why you love coding/why did you invest so much time into the project. The problem is you end up developing none of them sufficiently. My suggestion would be 1) choose one of the above to talk about (I’m leaning towards the last but that’s up to you) and 2) avoid summarizing the entire timeline of your project. Gloss over most of them and instead focus on a specific instance that develops the theme you want to discuss. I.e. if you want to talk about the shift in intent, maybe you can focus on running into censorship and how that make the problem of sex ed more real for you.