It was an ordinary day when I was trying to add some new features to my GPA calculator at home. A pop-up message appeared directly on the right corner of my computer. That was from the girl I liked, so I immediately went to check the message. *Hey Calen, would you like to join a project-based competition with me?’* I accepted the offer without any hesitation. How could I reject such a chance to be with the girl I have fell in love with for at least half a year?

Next day, I and the girl sat down in the classroom along with the other group members to think of what to do for the competition. We quickly decided to work on the topic of Sex Education, but how to work on it becomes 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, I proposed the idea of making a sex-education video game. Because as a teenager, I believed that most of my peers would be very interested in playing a video game (especially with the tag of sex-education on it). This idea has immediately been approved by all of us, and I naturally I am the person who is going to work on this game. I have made a gpa calculator for my school before, and it has always been a perfect playground for me to try out new stuff as I learn more knowledge of computer science, but this time, making this sex-education game will be a both an unknowing challenge and a big project to test out my computer science skills.

To be honest, I don’t even know anything deep about sex-education, or the sex-education environment in the Chinese culture. Growing up in China, I rarely receive any sex-education courses myself. For example, I don’t even know how to chase this girl I like for the next half of the year. I have expericnes on solving problems with computer sicience skills, but if I don’t even know what is the problem to solve, how am I able to solve that problem? Luckily, I have my teammates. Together we went to the hospitals to ask the doctors about sex-education and their perspective on sex-education environment in China. We went to the internet and found documents to educate ourselves first before making the video game. With the help of my teammates, I have known what type of game to make and what type of content we are going to do. 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, I often work from dawn to dusk to just finish a feature; we always spend the whole day shooting the content of the game). Finally, on February 1st, I finished the whole game, and published it onto Steam, a global software distributing store, to wait for approval. I pressed the button and rushed out of my home to catch the plane to Norway for my vacation there.

While I was on the ship in the middle of incredibly beautiful ice mountains and roaring water. I was thinking about the messages from the Chinese software distributors from days ago when I was trying to submit my game to them. 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 accept this game. So, I wrote a lengthy letter to all these distributors and told them the importance and appropriateness of this game. I know that letting the conventional Chinese culture accepting this front-end production is hard, but I have to try my best because all of my team and I know that this game is absolutely beneficial and important to the new generation of China. But I was still afraid that what if this letter won’t change these distributors’ mind, and my game failed to be released to the world?

Soon the intermittent calls from various medias telling me that the game I made has become trending on the Internet has broken this concern, and they would like to interview me and my team. At last, we have won the top prize of this competition, and everything went great.

Before making this game, I have only managed to solve problems that are relatively smaller. I only cared about the people in my own community. But after making this game, I found out that I was able to help more people than I thought before. There is a bigger world waiting for me to solve more complex problems. Other than that, I enjoy developing every bit of it, and I love the smiles people would make while they were playing it. Most importantly, I was able to let the people accept a concept that used to be absurd, and I think that is super amazing.

At last, I told the girl that I love her, and I would never regret for doing that.