I always have had this definition of light that it is something abstract that makes everything else tangible. And think I am like light, because all I like to do is to make abstract ideas come true.  
 It was an ordinary day when I was playing video games at home, and a pop-up message appeared directly on the right corner of my computer. As usual, I hated people sending me messages during my video game time. So, I went to check that message after about an hour after my video game time. It was from the girl I have been madly in love with for two years! I nearly wanted to kill myself for neglecting her. Anyways, that was not important. The important thing is that she asked me whether I would like to join a project-based competition (China Thinks Big) with her. The answer was an absolute YES, and we decided to work on the topic of Sex Education in China. Although it’s a sensitive topic in China, anything related with it should be easy to get us a decent award for college application. But I wasn’t thinking of getting an award or doing it to apply for college. I accepted the “offer” from her. At that time the only thing I cared was to take every opportunity to get along with her.

Realizing the truth that teenagers like me love playing video games, we decided to make a Sex Education sex education video game for the teenagers. Because teenagers love video games, and I also love video games. This idea of making a video game is quite challenging, or I should say nearly dreamful. Let alone that I am the person in charge of, or I should say, only person who is going to make this game. But I don’t just quit because it is almost impossible to achieve this goal. I will try my best to make this goal come true. Just like light, giving this game presence.

During the production process of the game, I often work until late 1AM to finish a feature. And me and my team will also go out together to shoot the content of the game like shooting a micro film. During these days, we must arrive at the shooting place at 8A.M and stay until 11P.M. to finish the shooting. But it was certainly fun, not only because I get to stay with the girl I love longer, I have also witnessed countless NGs behind the scene and all the fun conversations we have had in the team. In addition to these shooting days, enormous amount of time spent on editing these footages always makes me think of the time at Dunhuang when I became an emotionless robot facing desperate 70 kilometers of hiking in the middle of a dessert trying to make the idea of never give up tangible.

After that, I went on the plane to Norway and started my 10-day Arctic Trip. During the trip, despite the fantasies I picture of the girl I love hanging out with me, the excited expression on her face when she sees my game, I was also ready to take the risk of failure of chasing her. Before the game was trending and we won the prizes, I have made this decision that no matter how the world react to this game, I will always be proud that I made **a game from scratches** and I don’t regret about doing it. Maybe this game will end up being dead with 0 downloads, or it might be criticized by the parents, but I will always recognize this game as a great achievement of myself. At least, I have showed how much I could do for the girl I love.

Soon the intermittent calls from various medias telling me that the game I made has became 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. But I didn’t have enough gut to tell the girl how much I love her. I failed to make that love tangible at the best moment because I knew the girl I love likes somebody else. I was frustrated. I realized that a game won’t change that much, and I started to question myself about this whole light thing.

But one day when I was sitting on the chair listening to my collection of Sad Songs, I felt enlightened by one of the lyrics: “I don’t really know what happened

I guess life came in the way”. Sad things happen during your life, and you should look toward the best of it, and move on.During the whole video game developing process, the forces that pushed me through is not only the love for that girl. I started to make this game because I love her, but I am making this game because I enjoy developing every bit of it, and I love the smiles people would make while they were playing it. I loved the time I spent on searching through the internet to find the solution to a problem I have encountered during the development stage, the fun things that happened during the shooting days, and the sense of challenging when I complained about the twisted review system for entertainment of Mainland China on the social media. (Note: The part reads very good.)

Just like light, I make abstract ideas concrete before people’s eyes. And maybe I cannot get everything right, but I will enjoy every piece I did because I tried my best.