Always for peo-6#1@3\*>?9\s3aF+————...

**->NEW GAME<-**

SELECT A DIFFICULTY LEVEL:

N0RM4L

HARD

**->MERCILESS<-**

SAVE 1: 6/25 PLAY-TIME 00:00

We look up to those with better accomplishments than us because we wish were them. We level our intelligence and charisma from social pressure and a genetic lottery. And then we get envious, frustrated with ourselves. Before we knew it, the last Microsoft Teams meeting of the year ended.

Everyone was simply so much better.

7/28 PLAY-TIME 05:25

We try to learn things for the sake of other people, although very inconsistently.

Programming is hard. So hard I gave up three times before. I asked for MacBook that was on sale at Costco; there was no way I was going to use the deficient school laptop with that tedious firewall that couldn’t even download Python in Programming Club. That purchase was expensive; I needed to rely on myself a little if I wanted to learn after that financial investment. Learning was hard, but looking for free resources seemed harder.

Since a programming language appeared difficult, the internet advised I should learn HTML/CSS with freeCodeCamp.

All I could do was hope that I made a somewhat decent decision.

8/6 PLAY-TIME 16:37

We then realize, it’s actually kind of fun.

At the ripe age of four, I was woefully given an iPad with Angry Birds. I played everything on that 9.7-inch brick that was labelled “FREE” on the app store, notably sandbox and strategy games.

So being the gamer I was, HTML felt similar to worldbuilding in Minecraft, Genshin Impact, and Zombie Café; CSS was the color and design to effectively strategize to efficiently convey information just like in Clash of Clans and King of Thieves. And thus, I conquered the first curriculum. I took notes on a notebook labelled ‘CS’ with my best handwriting on my chalky desk at 4 in the morning on HTML and CSS. I finished my first project: a survey form that Rick Rolls people upon submission. I took pride in the poorly designed website, jotting how fun it was.

But that was only the first level.

11/11 PLAY-TIME 35:19

So, a passion, perhaps?

I learned both Javascript and Java simultaneously. I had my foundations set; I understood the mission of what programming was supposed to be: creativity. I knew I was ready to take programming earnestly. I searched the web for Javascript courses and found free coding exercises and programming tutorials. It’s strikingly dynamic how much I could learn on the internet – all for free. All I needed was to learn and research.

But research wasn’t just research; it sparked a new passion: learning. Initially, I was just here to learn how to code to possibly dive into fulfilling career of computer science. But no. The ecstatic iPad kid inside me wanted to explore – just as he did on the app store. Computer scientists are constantly grinding new technologies to become a more efficient developer. I kept learning from jQuery to SCSS, advancing to each level. I realized learning could be applied in chemistry and math – and life.

Learning has never been so fun. Level Four: Complete.

SAVE 2: NEW GAME+ 2/3 PLAY-TIME 00:00

I wanted to learn and create.

I look back on the past couple months and see there is a burning passion for everything. I climbed houses with 3D-Modeling. I burned bridges with Python’s calculations. I increased my skill points with self-improvement books. I gained proficiency in my art of teaching to learn in my coding class.

With each skill, there comes an opportunity for more – more to learn and stretch the horizons.

I sometimes wondered if receiving an iPad was a mistake. I just know I’m living for me, so the learning never stops.