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Happy Place

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HAPPY PLACE

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The overall concept of Happy Place is a metaphor for grief. Everyone experiences grief differently, but the feeling of a void left by the being you loved so deeply is universal. The main character of Happy Place is a little girl named Blue. Blue is lost in her own mind, but soon she explores this new land as she battles shadowy figures called the Deprimiert that are taking over, but especially in the residents' safe haven, My Happy Place. With the help of her mindful residents, the Mems, also known as her memory ghosts, and her helpful cat, Heiter, Blue overcomes her fears to come against her ultimate enemy, Herzteer, to take back My Happy Place. Each character's name in this story, except for Blue and Mem, is a German word (ie., *Deprimiert* meaning depression, *Heiter* meaning bright or cheerful, *Herzteer* literally meaning heart tar). Although these words may be foreign to most, they will be recognizable to some. This mimics the recognition that people who share mental health conditions may experience amongst themselves while the larger world goes on unnoticing. Blue is being overwhelmed by her depression, and the key to her joy is finding her own happy place. Happy Place is a computer game created using the software Unity for game development, and the software Blender for character rendering.