



*Tiana Praise*

Illustrator | Graphic Designer



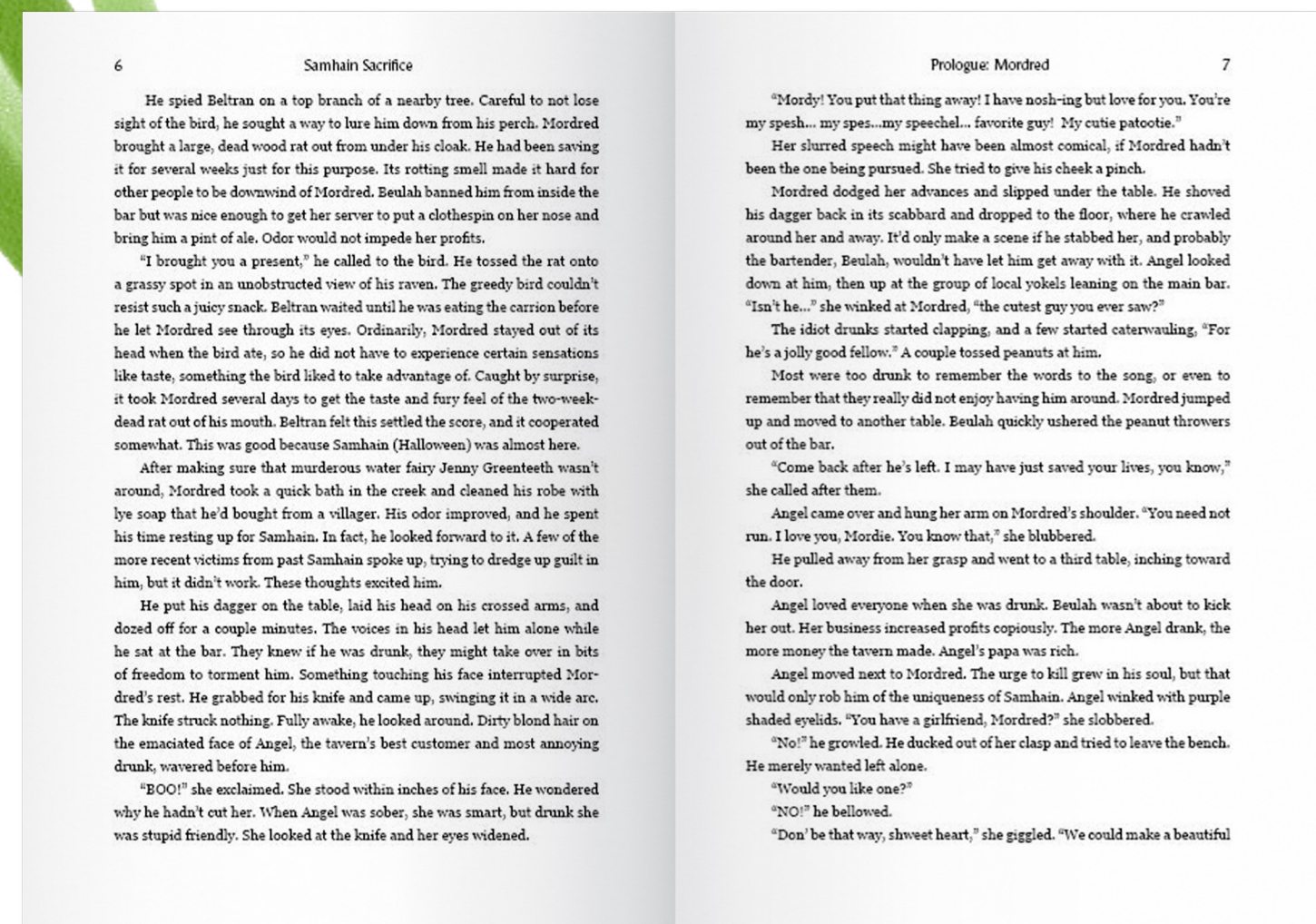
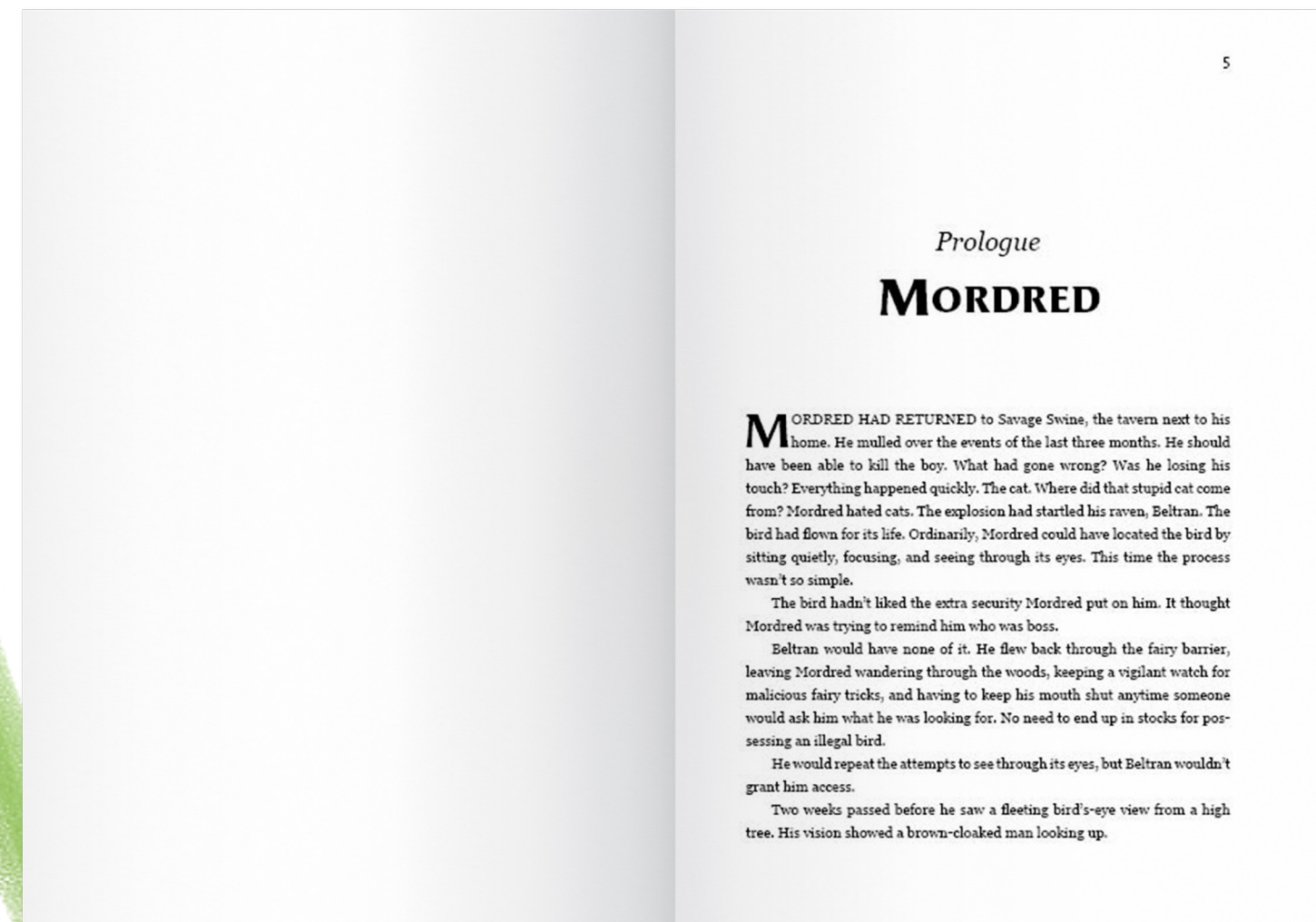
# Samhain Sacrifice

## Book Cover Design

A fantasy book about King Arthur lore based in present day.

*Tiana Praise*





## Problem / Solution

For this cover I focused on making a mysterious scene where Mordred is stalking a house, but you're not totally sure whose house it is. You have to read to find out. I did this while also including other ideas from the book, like Morgana's cats protecting the house as well as the dog, Merlin.

### Media:

hand drawing edited and colorized in Photoshop.

### Skills used:

illustration, cover design

# Kids Can Change the World

## Book Cover Design

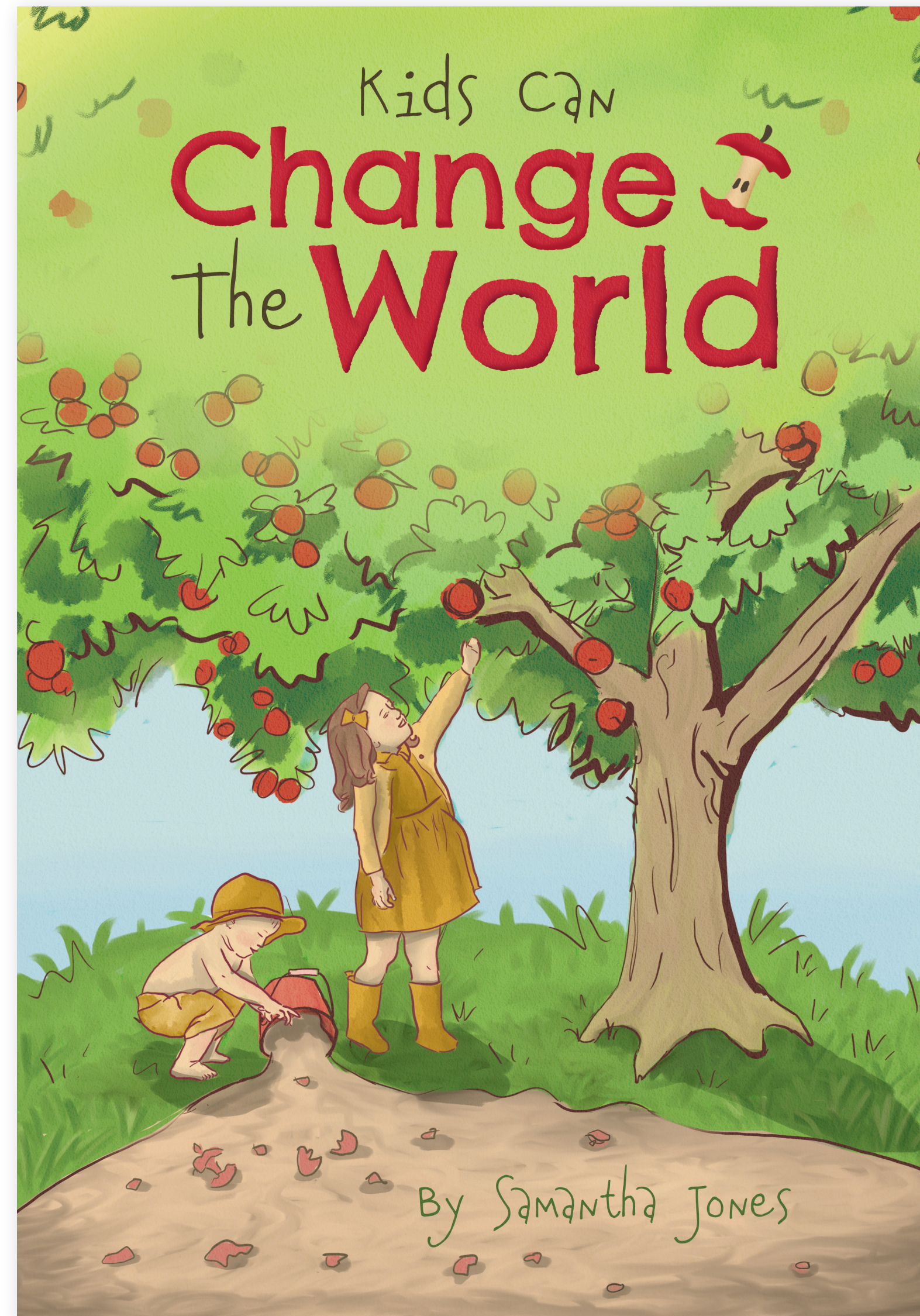
A children's book describing the process of composting to kids.

*Tiana Praise*



**Media:**  
Photoshop

**Skills Used:**  
illustration, layout,  
cover design



## Problem / Solution

I created a poster using the 2021 International Compost Awareness Week theme which was, "Grow, Eat, Compost, Repeat."

For the purpose of my portfolio, I reimagined this piece to be the cover of a illustrated book helping children to understand what composting is and why it's important. I did this to show my interest in doing more children's book illustration in the future.

# So You Want to be a Game Developer?

## Book Cover Design & Layout

A fun and simple instructional book about video game development.



Tiana Praise



PRO TIP

### Difference between Game Designer & Programmer

Nick Dufault | Vimlark Games

Vimlark.itch.io

In the early days of video games there wasn't much difference between a game programmer and a game designer. As the industry and teams within it have grown, the roles split into more specialized fields. Designers are tasked with creating the experience the player will receive when interacting with a game, while programmers use technical knowledge to make those experiences functional.

From a focus perspective, a designer is concerned with relaying important game information to the player in a natural and easy to understand way. This will help them learn the systems and mechanics, allowing them to use that knowledge to take agency in their actions to experience the game as intended.

A programmer for that same game develops the systems and mechanics from a practical standpoint. Writing the code that tells the computer/console, when "x" happens then "y" should be the result. Having knowledge of how a system/mechanic works

does not help unless it reacts the way the user is taught.

A designer is focused on the flow and moment to moment happenings of the player. If there is an enemy that shoots at the player, where do you place it? How often does it fire a projectile? How much health does it have? Those are just a sampling of questions a designer might ask.

The programmer on the other hand takes those questions and makes it possible to easily move the enemy. Creates a firing system that can be adjusted and triggered when needed. Builds the logic that keeps track of the health and what happens when it's gone.

While the two are very different disciplines, both are essential to make a video game and each require a different approach to solve the unique challenges that they face. Programmers tend to focus on the "how" while designers concentrate on the "why".

# Day 19

## Upgrading Our Player

### Setting Up the Player's State Machine

Let's dive right in to creating our player's state machine and see if the ideas you pondered yesterday come true. The first thing we'll need to do is create the enum for the player's states and the myState variable in our player object. Up till this point we've been creating enums and macros in the events of our player and enemy, but this is actually a terrible practice. Recall that both enums and macros are global in scope and pre-compiled before the game even begins, allowing them to be used everywhere. Well, because of that, it's best practice create a script and create all enums and macros in it, to both consolidate them into one place, but also to not re-initialize them during the running of the game.

So, create a new script and call it GameInit, which stands for initialization. This is the script that will hold all the things we need to be compiled before the game begins, and it will only ever get run once. Erase everything in the script, as we don't need a function for the enums and macros to run, they run automatically when the game begins to compile.

Cut out the macros from objPlayer and place them in this script. Then grab the enum from objPlayer and place it here (Figure 19.0). Next, we need to create an enum for the player to use. If you wanted to reduce the amount of code you're typing, you could rename EnemyState to just State, and then use that for both the enemy and player states. This isn't a bad idea, but I prefer to have separate enums for multiple things. It helps me see

```
Macro Pinky 0
Macro Dude 1
Macro Owl 2
Macro Walk 0
Macro Idle 1
Macro Run 2
Macro Jump 3
enum EnemyState {
  idle,
  walking,
  charging,
  attacking,
  damaged,
  dead
}
```

Figure 19.0 GameInit Script

1 column with side notes



## Problem / Solution

For this project, I was asked to create the layout for a 30 day instructional book. The author of the book wanted the book's layout to make following their game design process easy, fun, and motivational.

To enforce the uplifting tone, I chose a color palette with a fun yet calming teal and blue, and an energetic pop of orange.

Media: InDesign, Photoshop

Skills used: cover design, complex layout

Guest Contributor Page

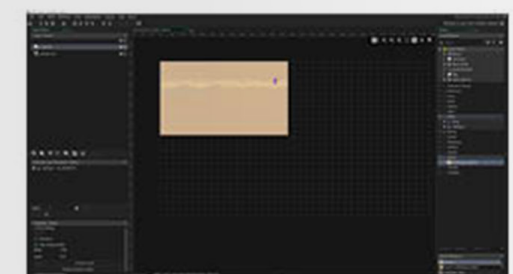


Figure 5.1 Setting Background

works in just a moment, but first let's add a background in our game so we can see the player moving. In the Fluffy Heroes assets folder, open Backgrounds, and drag BackgroundDay into the Sprites folder. Rename it to spr-BackgroundDay. Now open Room1 and assign that sprite to our background layer. If you have any trouble accessing it, because we moved some tabs around, you can click on Room (up at the top) and select 'Reset Windows On Current Desktop' to reset it all back to the way it was in the beginning.

Now assign the background and move the player so they're in the top portion of the background (Figure 5.1). With that all in place, we can run our game and move Pinky to the left, give it a try! You'll notice Pinky only moves when we hold down the left key, even though we have code in our step event that tells it to move.

**Constant**  
A constant is data that cannot be changed once a game is running. It will always return the same when accessed and is useful for many things such as setting the fixed size of an inventory, or possible options in the menu.

**Error Help**  
If pinky begins moving left without your input, check where your parenthesis's are located. It's possible to not close the function keyboard\_check immediately after vk\_left like you should, and instead add the == true inside of it. If you did this, then Pinky will move forever left and you cannot stop it. Check figure 5.0 again, and double check your brackets line up perfectly.

The conditional statement is checking to see if we're pressing the key, and only when that is true, does the code in the curly brackets run. The function keyboard\_check accepts one argument, which is the key to check for, and if that key is being held down, it returns true otherwise it returns false.

**Moving More and More**  
Let's explore the vk\_left and keyboard input a little more before adding more code. Middle click on vk\_left or left click on it and press F1 to open the manual. It opens the section on Keyboard Input and has a long list of every key you can check for. The special keys, like every non-letter, non-number keys have a special Constant associated with them that begin with vk, which stands for virtual key. To access the letters and numbers you use a special function called ord and pass in the letter you want in quotes (Figure 5.2). There's no need to memorize all the constants, but rather memorize that the list is here in the manual and how to get to it quickly for future reference. Being a programmer isn't about memorizing everything a language can do, or all the functions you can use in your game engine; it's about knowing where to find the knowledge you'll need in the future.

```
if (keyboard_check(ord("A")) == true) {
  x -= 2;
}
```

Figure 5.2 Ord

So, we can move left, which is a great start, but now we need to move right. We can accomplish this in two ways, which may look similar, but have significant differences. The first, and most obvious way, is to add another conditional statement (if statement) to check for the right arrow. This will work but does lead to a small problem, but I believe that experimentation is the best form of learning, so let's go ahead and do it and discover the problem naturally.

Add another if check for the right key, this time increasing x by 2 instead of subtracting (Figure 5.3). Run the game and you'll see it works great! But now try pressing both keys at once and you'll notice you don't move at all. Our if statements are cancelling each other out. This is an opportunity for you to begin stretching your game design legs. Nothing says this method is wrong, and it's up to you to decide if it's best for the game you're making. Does it feel right? When it's play tested do people get confused by it? Those are all things you'll discover as you build games, and nobody can just give you the right answer.

```
if (keyboard_check(vk_right) == true) {
  x += 2;
}
```

Figure 5.3 Right Movement

But let's move on to the second way of handling moving right, which is to add an else on line 5, before the word if. Be sure there's a space between the two words, it should read: else if (...) (Figure 5.4). The else if statement works like a line, where if the first statement returns false, then it will go onto the next one and check there. If it's true, then it stops, otherwise it continues down the line until it either finds a statement that is true, just an else state-

```
// Description: Player Logic
if (keyboard_check(vk_left) == true) {
  x -= 2;
} else if (keyboard_check(vk_right) == true) {
  x += 2;
}
```

Figure 5.4 If Else If

ment (which we'll get to soon), or the end of the conditional checks. With this one tiny change, run your game again and check it out.

Pinky will now always move to the left when both keys are held down. The order of our if checks is vital here, as the first one to return true has its code run, and the others get ignored. Again, you need to ask yourself if this feels right or wrong. How do you want it to play out? How will you handle this if it's on a console? A controller doesn't have the ability to move the stick both left and right simultaneously, so you may not have this specific issue at all if that's where your game ends up. These are all things you'll discover on your journey of game dev, but just remember that in the end, it's up to you!

And now it's time to mention the third way of moving right, the secret way that you probably don't want unless your game is a sidescroller where the play can't stop moving. This time let's remove everything on line 5 except the word else and the curly bracket (Figure 5.5). Run the game. You'll notice, aside from the background getting all screwy, Pinky moves right unless we're holding down the left key. That's the power of else, it gets triggered in the line of conditional statements if everything else is false. The else statement is extremely useful, just not so much in this situation.

Personally, I prefer having Pinky stop moving when both keys are held, so that's what I'm going to revert my code back to with Ctrl+Z. You're free to use whichever method

2 columns



# Black Belt Parenting

## Book Cover Design

A non-fiction book using MMA as a metaphor to empower parents to raise their children well.





### *Fight for your family*

One of the scariest things in life is to parent your kids.

The purpose of this book isn't to convince you to do martial arts or to compete in a mixed martial arts cage fight. But I do want to encourage you to overcome and fight for your family. To fight for what's best, to fight for yourself and your family, to be brave and courageous.

We are in a battle. One thing worse than being in a battle is not realizing you're in one until it's almost too late. Maybe I'm preaching to the choir. But our kids are in a battle every day. Our families are in a battle. We have to know what we're up against.



### *About the Author*

My name is Sovann Pen. I have been married 25 years (26 in two weeks) to my wife Julie and we have three kids. I've been a counselor for 15 years. I enjoy strengthening families by strengthening marriage and helping people live courageously.

And have been studying martial arts off and on since 1977. I started training in mixed martial arts and brazilian jiu jitsu in 2001. I went 1-1 in MMA competition. I love coaching BJJ and encouraging and empowering people to overcome whatever fears or obstacles they face in life.

A New Day Counseling  
SovannPen.com



BLACK BELT parenting

SOVANN PEN

# BLACK BELT *parenting*

winning the battles without  
losing the war



SOVANN PEN

## Problem / Solution

I was asked to design a cover for a book that uses Mixed Martial Arts as a metaphor for parenting. The purpose of the book is to empower parents to learn the skills, but also know that it's hard work that requires training and effort.

To keep to the genre, I chose to design a cover with a very simple but effective design, with mostly white and black with a pop of dark blue.

The whole idea of the book is equipping yourself, so I chose to use a close up of a parent tying on their black belt.

**Media:** InDesign

**Skills used:** cover design

# Enduring Legacy Games

## Branding

A family run board game company.

Tiana Praise





Marine Light

**Marine Bold**

Marine Regular

**Marine Black**

*Marine Italic*

54ac47,

8661aa,

3d62ae

db2528,

fba919,



## Problem / Solution

This is the logo and brand identity design for Enduring Legacy Games (EL Games), a board game business my family established because we were so eager to share with the world the fun and exciting games we have come up with in our home.

To establish a consistent look that communicated our values, I chose to use a rainbow of fun, energetic colors. I decided to use geometric shapes to represent the structure and place them all about to show the excitement of party game chaos. The Shapes overlap to signify togetherness.

**Media:** Adobe Illustrator, InDesign

**Skills used:** logo design, brand identity

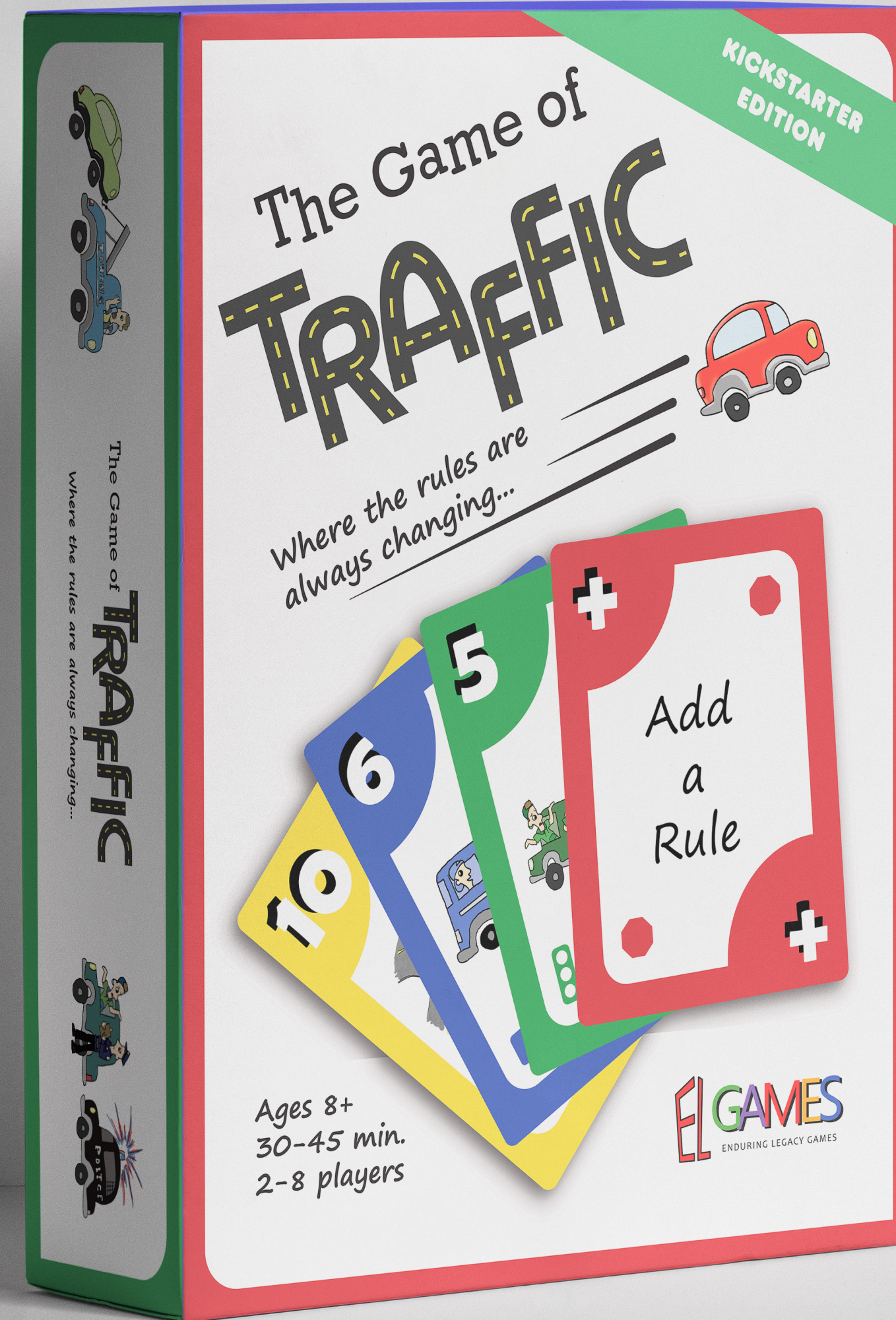
# The Game of Traffic

## Card Game Design

The first published game by EL Games.

Tiana Praise





## Problem / Solution

The Game of Traffic is a simple family game enjoyable by all ages. It plays like Uno, but with a twist: the rules are always changing! For this game there are two decks of cards, the playing cards and the rule cards. The whole theme was, of course, traffic.

This project called for a fun, playful design as well as quick and easy function.

### Media:

Hand drawn, Photoshop, Adobe Illustrator, InDesign, Fire Alpaca

### Skills used:

package design, illustration, layout

Tiana Praise

# Narrow Gate Ministry

Logo Design

A virtual ministry targeted toward young adults  
looking for real answers.

*Tiana Praise*



**Media:**

Adobe Illustrator

**Skills used:**

creating meaningful concepts, vector rendering, logo design



← Full Color

Black only  
↳



Reverse →



## Problem / Solution

This logo was created for a virtual young adult ministry. The ministry has both a podcast and 2-3 different video series on YouTube. The name "Narrow Gate" is based off of Matthew 7:13-14 which states, "Enter through the narrow gate. For wide is the gate and broad is the road that leads to destruction, and many enter through it. But small is the gate and narrow the road that leads to life, and only a few find it."

Tiana Praise

# Covid-19 Safety Posters

## Illustrated Poster Design

A two poster series to remind students to follow the Covid-19 safety protocols.

Tiana Praise







## Problem / Solution

The Visual Communications Program at Chemeketa needed signage about Covid-19 safety protocols for their classroom spaces. When creating my solution, I paid attention to three main things:

1. Quick communication of the message
2. Upbeat and playful attitude (because Covid has been hard)
3. Letting my own artistic style out (to demonstrate a little of who I am as a VC student)

### Media:

Hand drawings edited and colorized in Photoshop

### Skills used:

illustration, layout

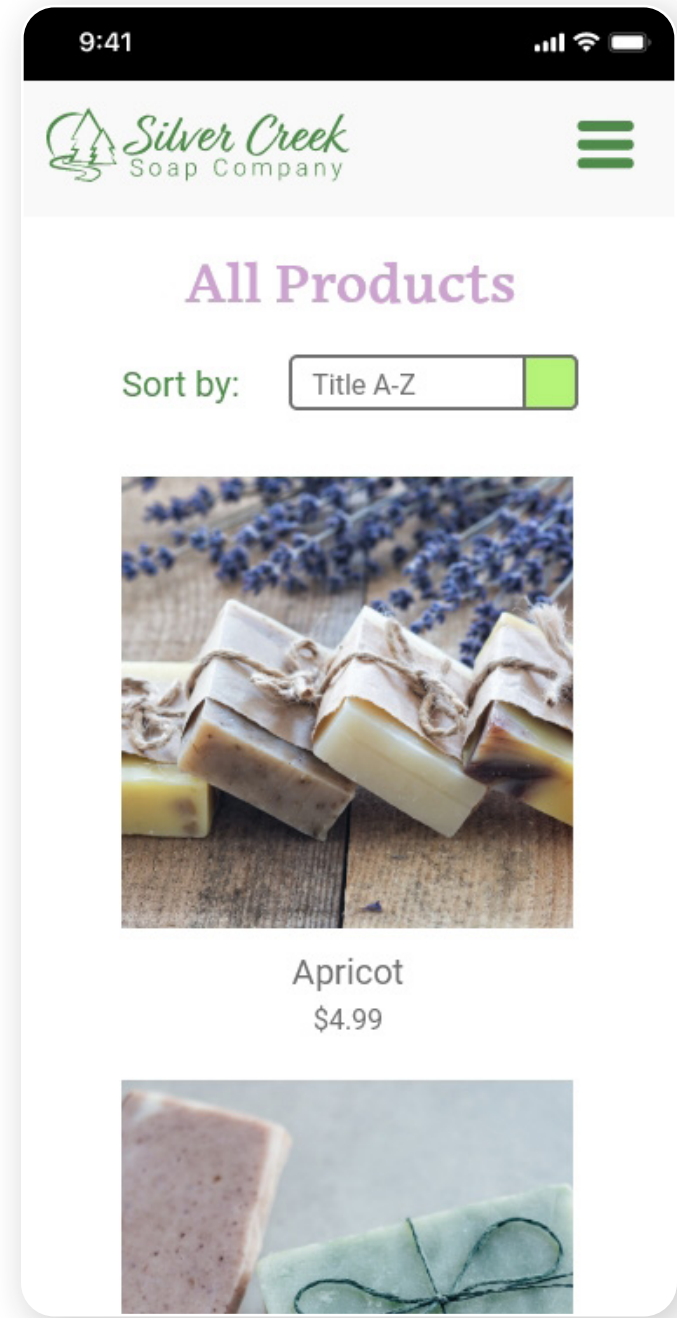
# Silver Creek Soap Co. Website

## Web Design

A natural soap company based in Salem, OR area.

Tiana Praise

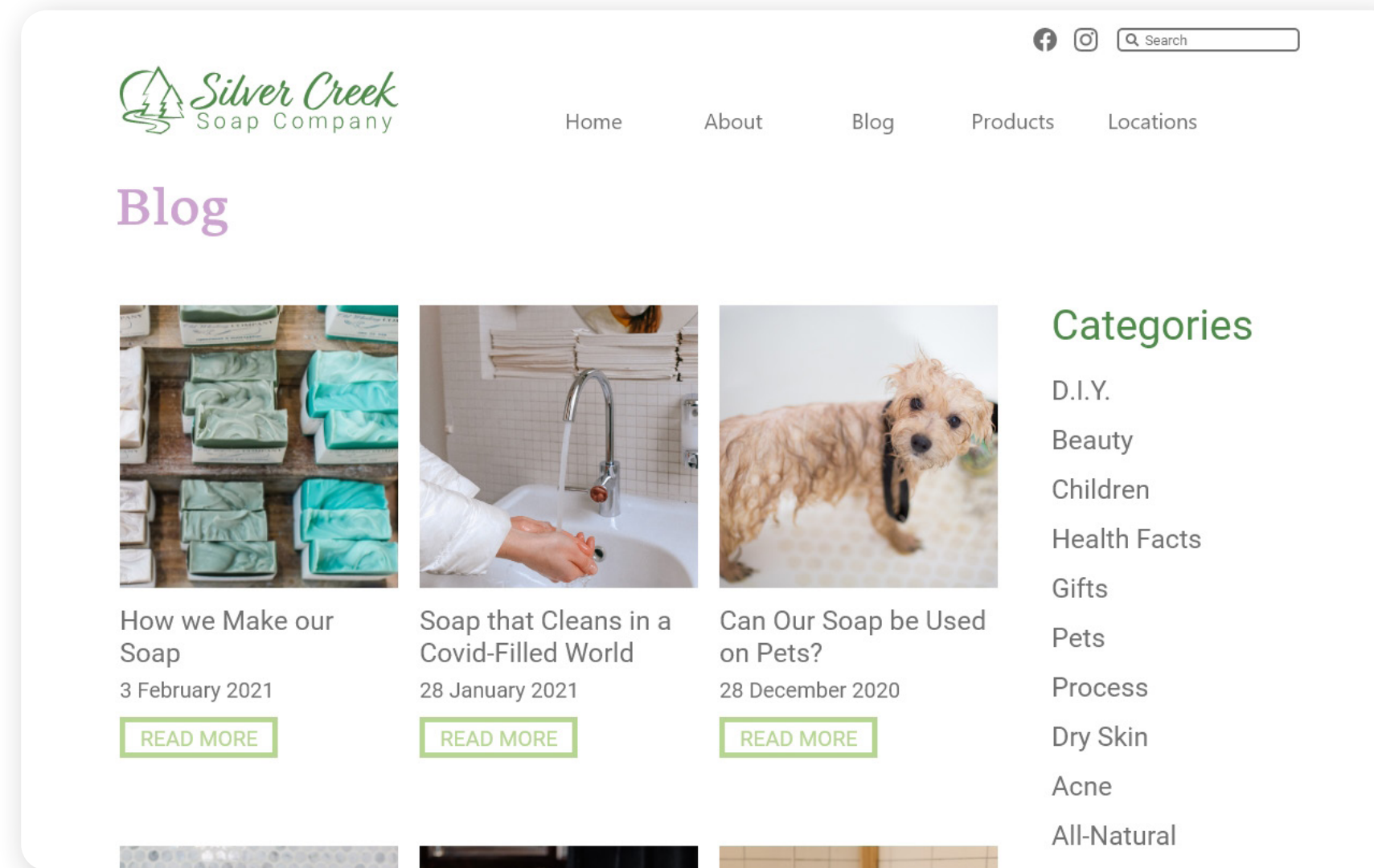




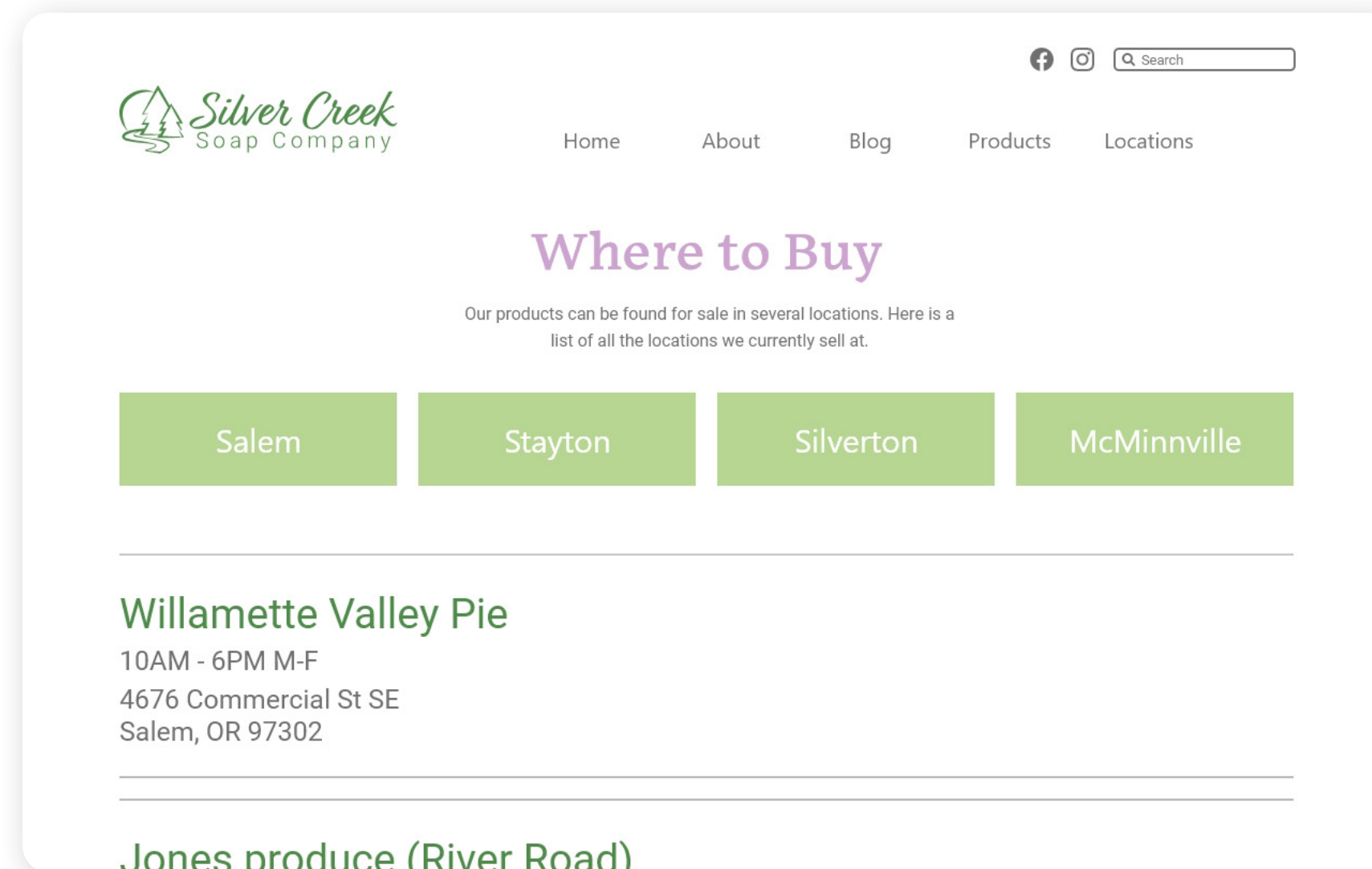
Mobile ↗

Locations ↗

Tiana Praise



← Blog



## Problem / Solution

Silver Creek Soap company makes organic soap products in Salem, Oregon. The company wanted a website where consumers could buy their products but also learn the benefits of using soaps without preservatives and toxic chemicals.

To achieve these goals, I created a layout that promoted both buying their products as well as reading their blog. For the look and feel, I targeted the idea of cleanliness and comfort. I did this by choosing soft colors.

### Media:

Adobe Xd

### Skills used:

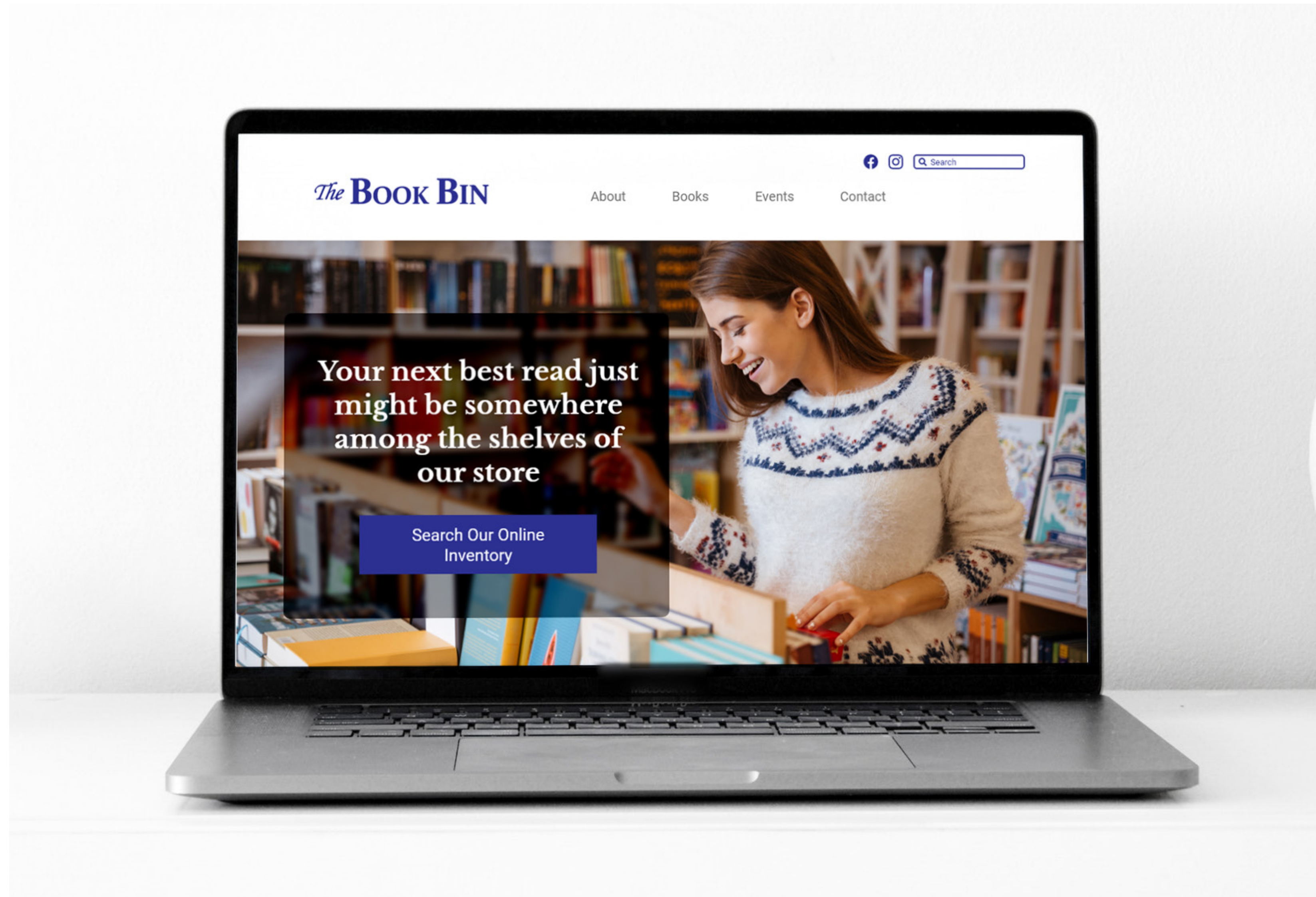
web design, mobile design, branding

# The Book Bin Website

## Web Design

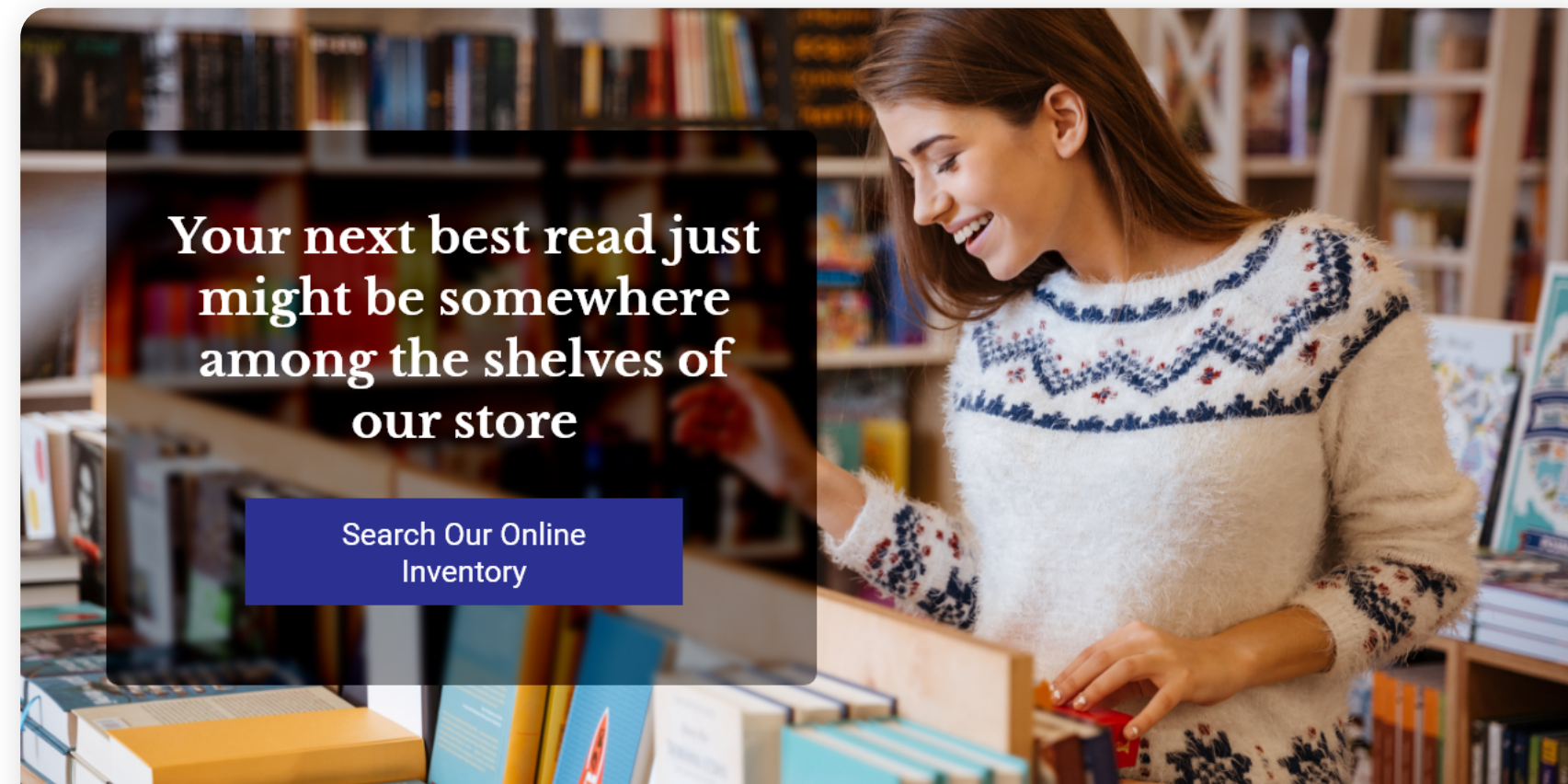
A website for a small family run book store.

*Tiana Praise*



**Media:**  
Adobe Xd

**Skills used:**  
web design, branding



↻ Book Search

Home page ↗

### We're open for in person browsing!

In store browsing limited to 5 customers at a time.  
Face masks are required.

 Sell, Order, or Trade Books Salem: 503-361-1235 Corvallis: 541-752-0045	 Locations 215 SW 4th St, Corvallis 450 Court St NE, Salem Oregon	 Curbside Pickup & Home Delivery Take advantage of these FREE options that are available to you.	 Hours 10am - 6pm Sunday - Saturday
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#### Corvallis

The Corvallis Book Bin is located in downtown Corvallis and is home to a wide selection of new and used books, as well as the very pithy book reviewer, Tess the Cat. Her many eloquent reviews can be found on both Facebook and Instagram.

#### Salem

The Salem Book Bin is located in the heart of downtown Salem. We invite you to visit us any day of the week. We will help you find your next great read, and if you are lucky, you will also get to spend time with our cat Rose. In addition to books and a cat, we have:

- store events throughout the year,
- reading challenges for readers of all ages,
- several ongoing book clubs,
- and knowledgeable, friendly, staff who are always ready with book suggestions.

You can view some of our current recommendations here on the staff picks page.

Follow us on Facebook and Instagram for store news and updates, and more importantly, copious pictures of Rose, being a cat.

## Problem / Solution

The Book Bin is a fantastic local bookstore that sells both new and used books in Salem and Corvallis Oregon. The main purpose of this website was to give information and to draw people to come to their in-person locations.

Tiana Praise

Thank You!