THE MIDNIGHT WORKSHOP PRESENTS

MIDNIGHT PAPERS

THE ART OF ALMOST • ISSUE 001



INSIDE ISSUE 001

A RANDOM IDEA GETS A COVER.

A yearbook memory, a creative rabbit hole, and eight pages that actually got finished.

ART / GAMES / LIFE

Made at the Midnight Workshop.
No guarantees. Plenty of ideas.

Little publications from an overactive imagination.
Ideas, disasters, and occasionally finished things.

EDITORIAL / A NOTE FROM THE SERIAL STARTER

Laying the Lobster Trap

“Laying the lobster trap always feels easy when I’m imagining it.”

Like most of my ideas, this one showed up out of nowhere. I was thinking about all my projects, what I can actually make with the skills I have, and the tools sitting in front of me. Then I remembered yearbook club in high school and went, wait—why not make a magazine?

Magazines are sick, and I feel like nobody talks about them anymore. Having my own little publication where I can ramble about games, ideas, life, stories, or whatever else wanders into my head sounded way too fun to ignore.

Of course, the idea was easier than the layout. But that’s kind of the point of this issue: take one of those random sparks and actually turn it into something.



THE GRAVEYARD OF BRILLIANT IDEAS

MEMORY’S ECHO

STILL BREATHING. MILDLY CURSED.



A childhood dream I started by typing code line by line. Then the scope grew and the visuals brought backwards hands, twisted legs, and characters with eighteen fucking arms.

Still breathing. I'm trying to find an art direction that lets me actually build the game instead of fighting puzzle-piece limbs forever.

PROJECT FILE 002 / THE WORKSHOP RETURNS

SOMETHING THAT’S MINE



Pixel & Pillow Thoughts started with a simple wish: a place for my stories, gaming thoughts, and the ideas I couldn’t stop imagining. College development blogs planted the seed.

Now the blog is back, and somehow I’ve gone from writing about unfinished projects to finishing an entire magazine about them. I’m beginning to notice a pattern. At least this one has a cover.

A WORKSHOP EXPERIMENT / HUMAN DIRECTION + AI HELP

ME, MYSELF & MY AI ACCOMPLICE



I’m still learning. AI fills gaps while I write, decide, debug, revise, reject, and keep making things. Sometimes its output is garbage. Sometimes it opens a door.

It doesn’t have to make the decisions for me.

HOW THE EXPERIMENT WORKS

NOT MAGIC. ITERATION.

Four little steps from chaos to something worth sharing.



01 / THE SPARK
“This seems like a great idea!”



02 / THE FIRST DRAFT
“Okay, it needs work.”



03 / HUMAN FEEDBACK
“Why does it have 18 arms?”



04 / THE REVISION
“Now that feels like mine.”

AN ENDING THAT ACTUALLY GOT WRITTEN

WELL, THAT ACTUALLY HAPPENED.



Somehow, a random memory of high-school yearbook club became an actual magazine. I get to talk about ideas, games, life, or whatever I want—and show it however I want. That's pretty damn cool.

The worst part was the art. Always the art. I'm still basically illiterate at it, and getting the images to cooperate nearly broke me.

But I learned about templates, formatting, and presentation along the way. Mostly, I learned that magazines are sick. And against all odds, Issue 001 exists.

Fuuuuuuck yeaaaaahhhh!!!

WORKSHOP LEDGER / TO BE CONTINUED

THE UNFINISHED LEDGER



✓ Pixel & Pillow Thoughts — back in action
✓ Midnight Papers — Issue 001 is real
↗ Arcyon — playable and still growing
↗ Wayward Spirit — taking shape in Godot
◇ Memory's Echo — on ice, not abandoned

Not everything has to be finished at once.

LOBSTER APPROVED ✓