**Status Report**

**03/08/2020**

* Need to add more conflict, obstacles to get by.
* Need to decide what type of death each character facing.
* Change from a regularly scheduled exploration to one dictated by the planets sudden instability. Colony trades last cargo dump at 25 years for the exploration team. This makes the mission a much higher probability. Also means that the Deidre accepted mission after they got there because they didn’t have a choice, don’t have the means to rescue entire colony, or if they do it would be very expensive. Like this, it gives more emphasis on what’s going on. While switch to this from this point on and catch up previous stuff in draft 2
* Make Wendy 30, show relationship between here and Josh going back to colony founding. He was looking for a short relationship and she was experiencing first relationship. She is embarrassed by her actions then, knows more about the world now. He regrets causing her pain but is proud of the way he helped her into adulthood. This is a point of conflict.
* Captain Halerin may know who the intruder ship is, he and Captain Mendez are old friends.
* Helping the Arbiter may be against accepted norms and may be illegal on certain worlds, the fact that there is no overall authority in space helps then decide too.
* The rescued scientist from the Arbiter will provide a great deal of help and also some conflict. The would like to see some of the technology from Tingies passed on to rest of galaxy or at least academic world but are over ridden. This will cause some conflict. May be limited to a couple of people.