

# 4. DESIGN REVIEW I

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- There were many issues with this design, but the most glaring was the mass
  - This iteration was too heavy to hop a far distance
  - Lighter objects are easier to move
  - I decided that I would be downsizing going into the second design review
- Another issue was the inconsistency of the timing mechanism
  - Friction/creep timers are intrinsically inconsistent, however that can be minimized
  - Getting a more consistent "creep" was another goal for the second design review

