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Problem Description

The mousetrap is a device that usually catches and kills mice, a traditional mousetrap is made by a powerful spring to snap mice. Mousetrap cars are used to demonstrate mechanical engineering in many schools, and the challenging part is to make this car travel as fast as possible or as far as possible with a limited item but different design. In this project, the proposal is to build a mousetrap car which can travel 3 meters with maximum speed and minimum item cost also cannot falling apart while running.

This competition is to design a mousetrap car with minimal cost and fast speed, that is, the cheapest one and fastest one is more likely to win this competition. Any mousetrap car should follow the rules:

• commercial mouse traps,

• cardboard or paper,

• tape,

• string,

• straws,

• pencils or wood dowel rods,

• glue,

• one other material of your choosing (NOTE: This material cannot be a motor of any type).

Results will be scored using the following formula: = (Time travel 3 meters) × ($Cost).

If any part of the car leaves the course before completely crossing the finish line, then the score is doubled. In other words, your car should travel in a straight line without falling apart.

Lowest score wins.