My design of this mousetrap car involves five aspects which I think are crucial to affect the car's performance. First thing first, I decide to use a big disk as its wheels because it provides more rotation speed due to the big radius. The second thing is adding extra materials to the wheel's edge and axis where contact with string to increase the friction. The third one is to use short lever rather a long one because it could provide more house power to drive the car since the competition is about speed, not distance. The fourth thing I haven't decided yet is the front drive or rear drive, both have pros and cons. Last but not least, the extra material I may choose spring or something like that can provide more power as an engine to increase the speed of this mousetrap car.

Material List:

* Commercial mousetrap
* String
* Glue
* Paper
* Disk
* Pipe
* Cloth

