# Progress Report

Date: 12 July 2019

To: Sierra Sinor

From: Chen Zhang

Subject: informal progress report of week 6

As a member of Dishes a Mousetrap, I start to build my mousetrap car's components this week. My plan is to split my mousetrap car into several sections such as car's mainframe, axles, wheels, and rod, after that, I will build two to three same part with a different design. For instance, with wheels, I will try different size with same friction and different friction with the same size in order to make sure that I find the right radius and friction material on the wheel's edge. I have made two different types of car's mainframe and three types of wheel, and I am going to work on the rod and axles to see which combination would have the best performance.

The problem I am facing is the price evaluation of my car's components, for example, if I use a second-hand racing car's wheel as my mousetrap car's, this wheel cost me zero dollars because I found it in my storage, or it has a price like one fifth of the original toy's. When I use a can of soda to build the car's mainframe, it's hard to evaluate its price because the aluminum I use is from the soda's packing, and the advantage of using this is because its lightweight and firm material to build mainframe or axels. I saw the same issue with other groups, they made a list that some materials cost zero, but in some way, it should have a price. I will keep testing different elements to find the best part of my mousetrap car in the coming week, and I will discuss the price problem with my peers in the Microsoft Team group chat. It would be great if you can post a price standard such as an element get from second-hand items.