Toy Design Challenge

Client:	Mr. Lundstrom
Designer:	[team members' names]
Problem Statement:	Many children (including my son, Kennan) are not challenged by their toys and do not enjoy playing with toys at the highest potential to experience fun and learning. I need a toy that is fun to play with, has some real-world connection to science or technology, but also has movable parts so my son doesn't get bored after 90 seconds.
Design Statement:	Design, model and test a toy intended for ages 3 and up that has one or more moveable parts, incorporates one or more science or technology themes (such as transportation, robots, machines, etc.), and can be disassembled (and reassembled) by a 3 year old child into 3 or more pieces.

Constraints:	1-week design/build time period
	$15 maximum cost
	  -material cost is based on mass (weight)
	  -cost of material is yet to be determined, so it is suggested that you have at least 2 versions (including one that is lighter)
	Disassembled parts must fit into a box that is 4x4x7 in.
	No flammable materials, sharp or pointy extrusions
	Can be assembled/disassembled by most children ages 3+
	Must have one or more movable parts
	Must be made of at least 3 pieces that can be assembled and disassembled
	Must incorporate one or more science or technology themes (such as transportation, robots, machines, etc.)
	Must be prepared with a presentation and "sales pitch"

Deliverables:	Initial sketches 3D CAD models/assemblies Technical drawings Project design journal Prototype Summary presentation