Challenge #2

PROPULSION
Make it move!!

The first team to move an object the farthest and most cost efficiently WINS!

RULES:
- You may use the internet to research websites and videos pertaining to propulsion projects.
- Your object must stay on the ground.
- Your object must propel itself (you may not push or blow your object to the finish line.)
- You may only use the objects that you “purchase” from the makerspace with your given budget.