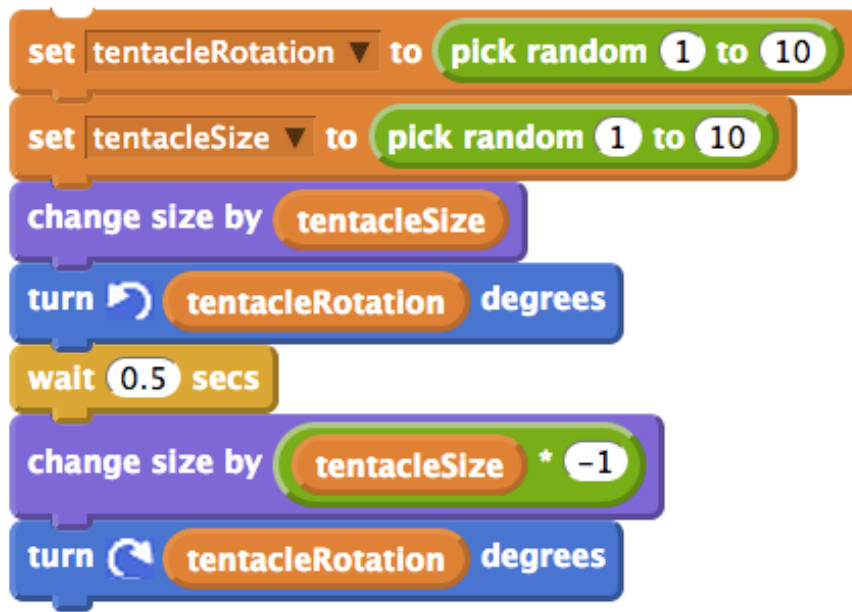




Activity Checklist

To make a tentacle wiggle, we could **rotate** it and **resize** it by a **random** small amount using a variable, and then wait a short period before reverting back.



(Notice how we multiply the **tentacleSize** by -1 to get the negative value?)