

Design a Monster: Tentacles



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.

```
set tentacleRotation ▼ to pick random 1 to 10

set tentacleSize ▼ to pick random 1 to 10

change size by tentacleSize

turn ► tentacleRotation degrees

wait 0.5 secs

change size by tentacleSize * -1

turn ► tentacleRotation degrees
```

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