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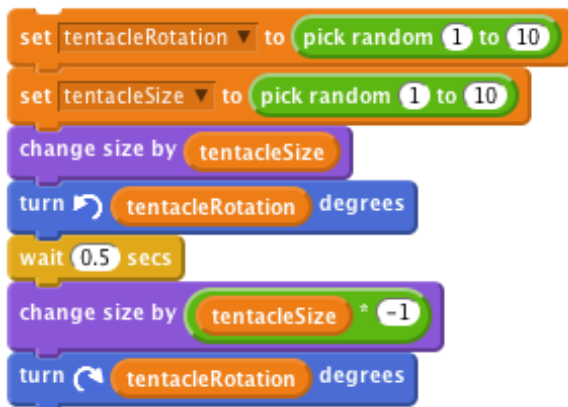
(Notice how we multiply the tentacleSize by -1 to get the negative value?)