

Scratch Card - Tentacles





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 v to pick random 1 to 10

set tentacleSize v to pick random 1 to 10

change size by tentacleSize

turn v tentacleRotation degrees

wait 0.5 secs

change size by tentacleSize change size by tentacleSize v -1

turn v tentacleRotation degrees
```

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

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