

- make a lot of balls
  - make each individual ball a class
    - each ball have a different starting position and velocity
      - use a randomizer
      - starting position cannot be outside the window bounds
- make the balls interact with each other
  - instantiate a collision factor
  - instantiate a constant attractive force for each ball (sticky force)
- make the balls interact with outside force
  - instantiate a pushing force that is controlled by the cursor