For 4/20:

* Generate a non-wiggling worm that follows the mouse
  + Use following algorithm as an example
  + Series of rounded rectangles starting with a set number
  + Stops instead of vibrates when at mouse location
  + Sloping anterior and posterior
  + Color
* Wave of extensions
  + As worm moves forward, first section extends by decreasing width and increasing length of segment and then returns to normal size
  + This motion is followed by the next segment
  + Worm should not move forward/anterior should not extend again until wave has reached end of wave
* Wave of extensions and contractions 🡪 this seems to be more annoying than I thought
  + Same as above, but now the extension is followed by a contraction that’s smaller and wider than original segment size
  + Segment should slowly return to normal size/should return to original segment size by end of wave

For 4/27:

* Wiggly anterior direction
  + Instead of immediately following the mouse/moving the first segment towards the mouse, anterior section should “wiggle” and arc towards mouse during extension and then begin the wave
  + See sensing note above
* Varying sizes
  + Create a way to change length of the worm
* Varying speeds
  + Create a way to change frequency of the wave
* Possible stretch goals:
  + Follow mouse
  + 2d scrolling game with burrowing
  + 3D
  + shader