```
radius=40
vertices=0
max_vertices=6
t=1

function _draw()
  cls()
  -- connect vertices with lines
  for angle=0, vertices do
    if (angle>0 and angle < vertices) then
      line(cos(angle/vertices)*radius+63,
           sin(angle/vertices)*radius+63,
           cos((angle-1)/vertices)*radius+63,
           sin((angle-1)/vertices)*radius+63, 6)
    end
    -- when line is <= 1 away from last vertex
    if (angle>=vertices-1 and angle<=vertices) then
      line(cos(angle/vertices)*radius+63,
           sin(angle/vertices)*radius+63,
           cos((0)/vertices)*radius+63,
           sin((0)/vertices)*radius+63, 6)
    end
  end
  -- draw vertices
  for angle=0, vertices do
    circfill(cos(angle/vertices)*radius+63,
             sin(angle/vertices)*radius+63, 2, 8)
  end
  -- draw midpoint
  pset(63, 63)
  -- fluctuate number of vertices using sin()
  vertices = (sin(t) * (max_vertices-1)/2) +
               (max_vertices-1)/2 + 1
  t+=0.004
end
```