



# Initialization 2 | Bubble Trails



## WHAT TO DO

In this project, you will make a trail of bubbles! First, you will create a circle that will follow the mouse while leaving colorful clones behind. By broadcasting to an instance, the bubbles you create will leave a trail and disappear. This project builds off of Initialization 1 | Arrows.

### HINT

Below are all the blocks you need! Read the directions to put them in the correct order.

## HOW TO DO IT

First, click the ⊕ sign in the Classes pane to add two new classes - **Bubble** and **Bubble Maker**.

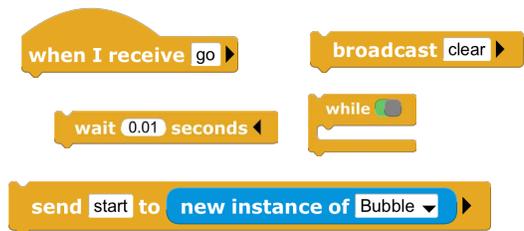
In the **Bubble Maker** class, first add the **broadcast clear** message. Next, add the **while** block and include **send start** to **new instance of Bubble**.

In the **Bubble** class, we need three separate scripts. First, we want to tell the bubbles to **delete** when they receive the **clear** message.

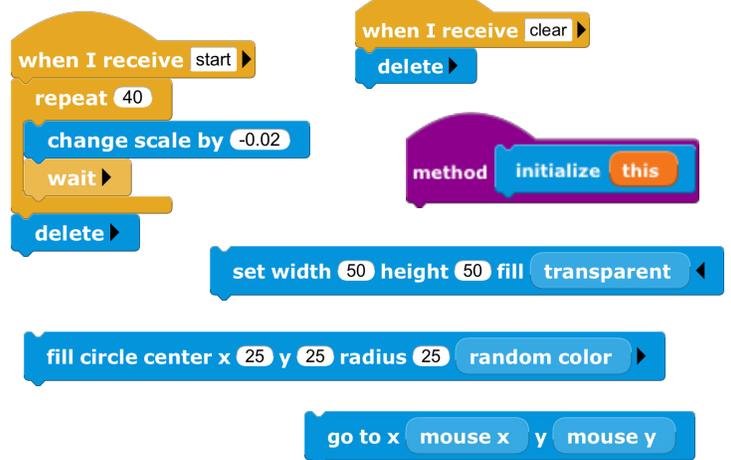
Next, we want the bubbles to slowly fade away as they move around the stage. Get this started with the **when I receive start** block. Add a **repeat (40)**, **wait**, and **increase scale by (-0.02)**. Finally, add a **delete** block so the bubbles fade away.

Finally, go to the **My Blocks** category and select **make an initialize method**. Add a **set width and height block**, **fill circle center**, and **go to mouse x and mouse y**.

## BUBBLE MAKER CLASS



## BUBBLE CLASS

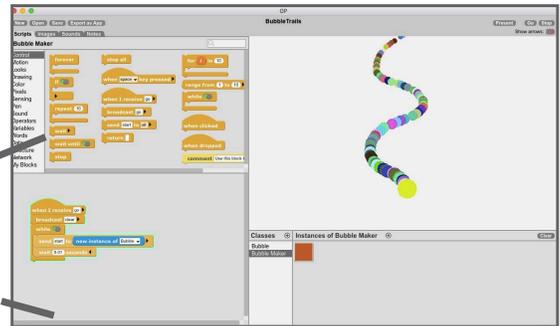


continued →

# GP

```

when I receive go
  broadcast clear
  while
    send start to new instance of Bubble
    wait 0.01 seconds
  
```



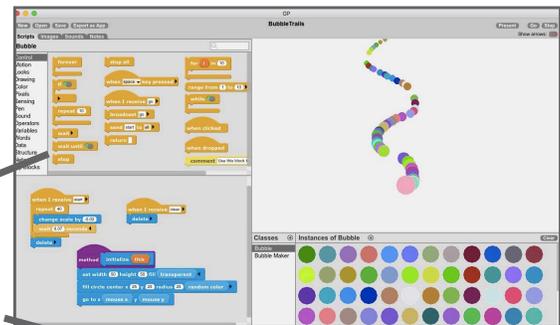
BUBBLE MAKER CLASS

```

method initialize this
  set width 50 height 50 fill transparent
  fill circle center x 25 y 25 radius 25 random color
  go to x mouse x y mouse y

when I receive start
  repeat 40
    change scale by -0.02
    wait
  delete

when I receive clear
  delete
  
```



BUBBLE CLASS

**HINT**

Want to see the bubbles move faster? Choose the *Bubble Maker* class. Without the instances creating and deleting on the screen, the bubbles will move more quickly!

## Remix 1

How might you make the bubbles float up to the top of the stage?

```

move by x random -8 to 8 y random 4 to 12
  
```

Add this block to the script in the *Bubble* class to make the bubbles float to the top.

```

when I receive start
  repeat 50
    wait
    change scale by -0.02
    move by x random -8 to 8 y random 4 to 12
  delete
  
```

## Remix 2

How might you make the bubbles look a bit more like bubbles?

```

fill circle center x 25 y 25 radius 20
set scale to random 0.1 to 1
  
```

Add this block to the *Bubble* class script.

```

method initialize this
  set width 50 height 50 fill transparent
  fill circle center x 25 y 25 radius 25 random color
  go to x mouse x y mouse y
  fill circle center x 25 y 25 radius 20
  set scale to random 0.1 to 1
  
```

