**Initialization 2 | Bubble Trails**

**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.

**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.

**BUBBLE MAKER CLASS**

- when I receive start
- broadcast clear
- wait (0.01) seconds
- while
- send start to new instance of Bubble

**BUBBLE CLASS**

- when I receive start
- delete
- when I receive clear
- delete
- repeat 40
- change scale by -0.02
- method initialize this
- delete
- 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
Remix 1
How might you make the bubbles float up to the top of the stage?

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

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 2
How might you make the bubbles look a bit more like bubbles?

Add this block to the **Bubble** class script.