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 broadcast start data with a wait block.

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 (50), 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 clear
- broadcast clear
- wait (0.01) seconds
- while
- broadcast start data to new instance of Bubble

BUBBLE CLASS

- when I receive start
- define initialize this
- repeat 50
- wait
- increase scale by -0.02
- 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

continued ➔
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.

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

Add this block to the Bubble class script.