```java
package ch.hevs.gdx2d.lunar.physics;

import com.badlogic.gdx.math.Vector2;

import ch.hevs.gdx2d.components.bitmaps.BitmapImage;
import ch.hevs.gdx2d.lib.GdxGraphics;
import ch.hevs.gdx2d.lib.interfaces.DrawableObject;

public class Particles implements DrawableObject{

    private Vector2 position;
    private Vector2 speed;

    private float alpha;
    private BitmapImage img;

    private int lifetime;

    public Particles(Vector2 p, Vector2 s, int lifetime, String imgPath) {
        this.position = p;
        this.speed = s;
        this.lifetime = lifetime;

        this.alpha = 1f;
        this.img = new BitmapImage(imgPath);
    }

    public void update() {
        this.position.add(this.speed);
        alpha -= 1.0f/lifetime;
    }

    public void changePosition(float x, float y) {
        this.position = new Vector2(x,y);
    }

    public boolean shouldBeDestroyed() {
        return (alpha <= 0.01f);
    }

    @Override
    public void draw(GdxGraphics arg0) {
        arg0.drawAlphaPicture(this.position, this.alpha, this.img);
    }
}
```