*class* Bird extends *BaseClass* {

*constructor*(*x*,*y*){

    super(*x*,*y*,50,50);

    this.image = loadImage("sprites/bird.png");

    this.smokeImage = loadImage("sprites/smoke.png");

    this.trajectory =[];

  }

  display() {

    //this.body.position.x = mouseX;

    //this.body.position.y = mouseY;

    super.display();

    if(this.body.velocity.x > 10 && this.body.position.x > 200){

*var* position = [this.body.position.x, this.body.position.y];

      this.trajectory.push(position);

    }

    for(*var* i=0; i<this.trajectory.length; i++){

      image(this.smokeImage, this.trajectory[i][0], this.trajectory[i][1]);

    }

  }

}