Shroom.js

create shroom class

```
class Shroom{
    constructor(x,y){
        this.pos = []
        this.curr = createVector(x,y)
        this.pos.push(this.curr.copy())
        this.t = random(1000)
        this.lifeSpan = random(50,100)
        this.lifeSpanStart = this.lifeSpan
        this.hue = random(255)
        this.dy = random(1,3)
    }

    display(){
        colorMode(HSB)
        let l = this.pos.length
        for(let i = 0; i < l; i++){
            let v = this.pos[i]
            strokeWeight(map(i,0,l,10,5))
            stroke(this.hue,50,map(i,0,l,60,100))
            point(v.x,v.y)
        }
        let final = this.pos[l-1]
        noStroke()
        fill(this.hue,50,80)
        ellipse(final.x,final.y,map(l,0,this.lifeSpanStart,15,50),15)
    }

    grow(){
        if(this.lifeSpan > 0){
            this.t += 0.02
            this.curr.add(createVector(map(noise(this.t),0,1,-3,3),-this.dy))
            this.pos.push(this.curr.copy())
            this.lifeSpan-=1;
        }
    }
}
```

create an empty array

pushing a copy of this.curr into the array

variable for changing color

decides the height of a mushroom

a function for shroom class

a variable starts at 1 (because a copy is already pushed in constructor) ← then continuously increase

i is the value to be converted

0-l is the current range. 10-5 is the target range

It decides the thickness of the stems of mushrooms

the newest this.curr's x & y

the this.pos of the last vector

very similar color for the cap of the shrooms

x y w h

vary the width of the mushrooms' cap

a function for mushrooms to grow

gives the stem a little curve

the x position varies [-3, 3]

add a little noise to the value

drawn mushrooms disappear after this.lifeSpan depletes