**Michael Toren**

**Sarah Zaheer**

**Bubbles:Bigger**

*<!DOCTYPE html>*

*<html>*

*<head>*

*<script src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.7.1/p5.min.js"></script>*

*<style>*

*html, body {*

*margin: 0;*

*padding: 0;*

*}*

*</style>*

*<meta charset="utf-8" />*

*</head>*

*<body>*

*<script>*

*var bubbles = [];*

*function setup() {*

*createCanvas(800, 600);*

*for (var i = 0; i < 10; i++) {*

*var bubble = {*

*x: random(width),*

*y: random(height),*

*radius: random(200, 100)*

*};*

*bubbles.push(bubble);*

*}*

*}*

*function draw() {*

*background(255);*

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

*var bubble = bubbles[i];*

*if (dist(mouseX, mouseY, bubble.x, bubble.y) < bubble.radius) {*

*if (mouseIsPressed) {*

*bubbles.splice(i, 1); // remove this bubble!*

*}*

*fill(255, 200, 200, 200);*

*} else {*

*fill(255, 220, 200, 200);*

*}*

*ellipse(bubble.x, bubble.y, bubble.radius\*2);*

*bubble.x += random(-5, 5);*

*bubble.y += random(-4, 4);*

*}*

*}*

*</script>*

*</body>*

*</html>*

**Changes:-**

**Changed**

for (var i = 0; i < 10; i++) {

var bubble = {

x: random(width),

y: random(height),

radius: random(50, 100)

to

for (var i = 0; i < 10; i++) {

var bubble = {

x: random(width),

y: random(height),

radius: random(200, 100)

**Identification:**Height,width and radius seemed to do with the size of the bubbles.

**Effect:**Became bigger.Bigger the number the bigger they got.