

Fig. 4: First phase in the screen, VR and control perspectives.

help the object reach the destination indicated by the game's logic [8].

#### IV. OBTAINED RESULTS

As a *First-Person Shooter* (FPS) based on a 3D mobile and VR environments, *Aedes na Mira* 2.0 presents a city infected by larvae and mosquitoes where the player must fight them in order to avoid a greater damage. The player starts the game at his residence (Fig. 4), in which he must eliminate the mosquitoes and larvae contained therein. Then he advances through the neighborhood (Fig. 5), avoiding mosquito attacks and eliminating the various spawn points with larvae nearby. Finally, the player must eliminate the last spawn points of the mosquito found in the city park (Fig. 6), thus destroying the threat of the city and winning the game.

Each stage of the game has a defined number of larvae spawn points. Therefore, when a spawn point is destroyed, it takes time for a new one to emerge in order to balance the game. When a spawn point is destroyed, points and money are earned. The more spawn points are destroyed, the greater the intensity of points and money acquired.

Regarding the player enemies, the mosquito (Fig. 7a) is an enemy that always attacks the player, leaving for a reference point in the game after the attack, and repeating this movement until the player was killed or be killed by it. For the larvae (Fig. 7a), they are contained in spawn points spread in the game scene, making repeated movements in the water before becoming mosquitoes. This transformation occurs after

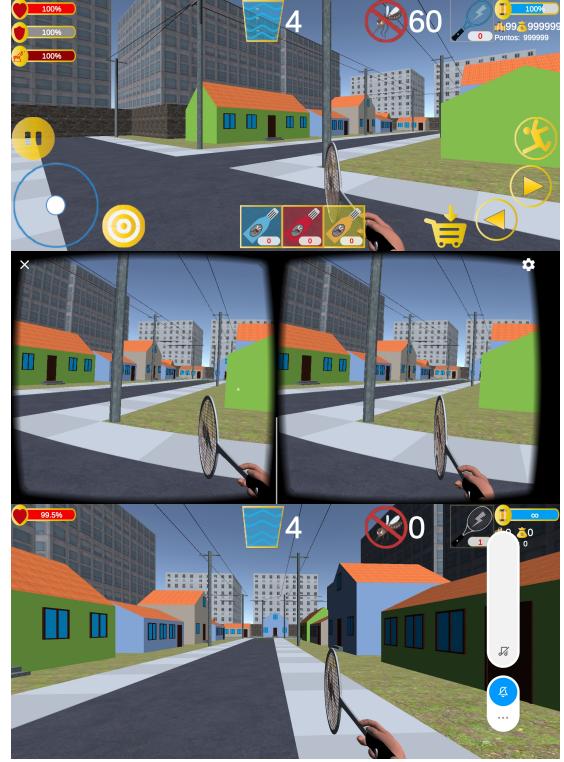


Fig. 5: Second phase in the screen, VR and control perspectives.

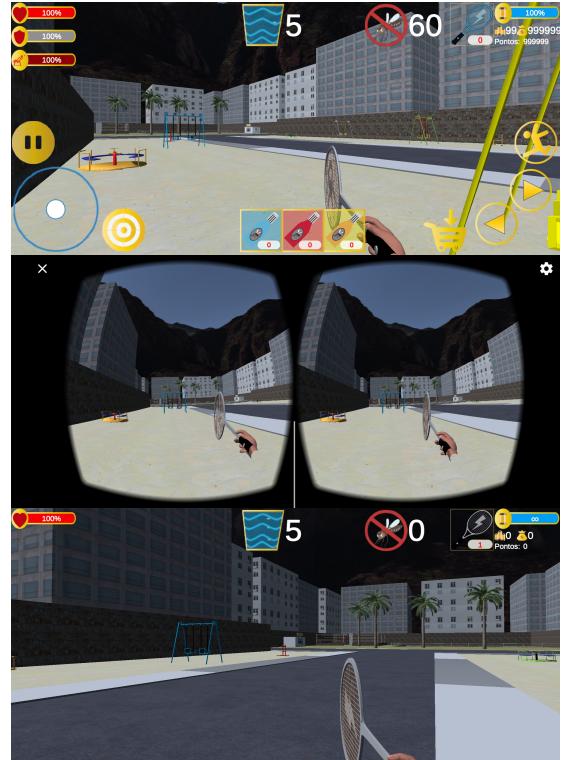


Fig. 6: Third phase in the screen, VR and control perspectives.