Trapping mosquitoes

In the summer, the mosquitoes are drumming around me when I study in my room. But practically, I don’t know how to avoid them. Hence, I come up with an idea that I should create a flying catcher to swat mosquitoes efficiently. Let’s simulate it as a game first. I can first use three-js to create the scene of my room and render it to the screen. Then I need to let the catcher track the mosquitoes in 3D model. But the flight path of many mosquitoes is hard to master simultaneously. This is the thing what I need to learn. But I can deal with the position of the catcher in x,y,z axis. When the catcher hit one mosquito, the mosquito will disappear, and the score will add one point. There is no such win or loss. You can update the score as long as you tried better than last time.