<html>

  <head>

    <script src="https://aframe.io/releases/0.9.2/aframe.min.js"></script>

  </head>

  <body>

    <a-scene>

      <a-assets>

        <a-asset-item id="camera" src="3ds/camera.gltf"></a-asset-item>

      </a-assets>

      <a-entity position="-3 0.5 -3" rotation="0 45 0" gltf-model="#camera" scale="0.4 0.4 0.4"></a-entity>

      <a-assets>

        <a-asset-item id="headset" src="3ds/Headset.gltf"></a-asset-item>

      </a-assets>

      <a-entity position="0 3 -5" rotation="45 45 0" gltf-model="#headset" scale="0.4 0.4 0.4"></a-entity>

      <a-assets>

        <a-asset-item id="mario" src="3ds/mario.gltf"></a-asset-item>

      </a-assets>

      <a-entity position="2 0.75 -3" rotation="0 330 0" gltf-model="#mario" scale="0.5 0.5 0.5"></a-entity>

      <a-sound id="fondo" material="opacity:0.5" geometry="primitive:sphere" position="0 0 50" src="src: url(AUDIOS/sci\_fi\_music.wav)" autoplay="true" volume="1"></a-sound>

      <a-sound id="interactividad" material="opacity:0.5" geometry="primitive:sphere" position="2 0.75 -3.5" src="src: url(AUDIOS/interactividad.wav)" autoplay="false" volume="1"></a-sound>

      <a-plane position="0 0 -4" rotation="-90 0 0" width="200" height="200" color="#6DA34D"></a-plane>

      <a-sky color="#FCEFEF"></a-sky>

      <a-camera>

        <a-cursor> </a-cursor>

      </a-camera>

    </a-scene>

    <script>

      var interactividadElement = document.querySelector('#interactividad');

      interactividadElement.addEventListener('mouseeenter'), function() {

        console.log("play");

        interactividadElement.components.sound.playSound();

      });

      interactividadElement.addEventListener('mouseleave'), function() {

        console.log("pause");

        interactividadElement.components.sound.pauseSound();

      });

    </script>

  </body>

</html>