

# Female Mosquito Simulator

Nhu Tran  
University of Augsburg  
nhu\_tran86@yahoo.com

Chris Stifter  
University of Augsburg  
chris.stifter@gmx.de

## ABSTRACT

understanding world perception of alien lifeforms, female mosquito simulator, be the mosquito, suck blood for reproduction, avoid counter-measures of targets, use special mosquito senses.

## Keywords

Interactive simulation, biology

## 1. MOTIVATION

understanding perception of alien species

## 2. CONCEPT IDEA

life of mosquito has several phases, only adult interesting, female mosquito, needs food, needs blood for eggs (proteins), several sensors: visual, heat and chemical; egoperspective,

## 3. PROJECT REQUIREMENTS

knowledge requirements: research about mosquitos, especially senses,

technical requirements: normal pc, maybe audio

## 4. CONCEPT USER-EXPERIENCE

be the mosquito, first person, objectives: eat foot, suck blood, use senses to find target (some senses only available if enough food consumed), avoid counter-measures, highscore, 2nd round if succesfully reproduced, more difficult,

## 5. TIMELINE

10.11. research

15.11. final concept (asset desing can start before)

10.12. assets ready, world designed,

24.12. logic implemented,

15.1. refactoring, bugfixing

## 6. REFERENCES