CLAIMS

1. A method for summoning a virtual minion character, performed by a computer device, the method comprising:

displaying a master virtual object in a virtual scene, the master virtual object having a capability of summoning a virtual minion character, and the virtual minion character comprising a pet character captured by the master virtual object in the virtual scene;

receiving a character summoning operation, the character summoning operation being configured for summoning a first virtual minion character, and the first virtual minion character being a virtual minion character selected as a servant of the master virtual object; and

displaying the summoned first virtual minion character at a first position within a current field of view in response to the character summoning operation, the first position being dynamically determined based on an element position of at least one specified element within the current field of view, and the specified element being a virtual element affecting a character summoning result of the first virtual minion character within the current field of view.

2. The method according to claim 1, wherein the displaying the summoned first virtual minion character at a first position within a current field of view in response to the character summoning operation comprises:

obtaining, in response to the character summoning operation, summoning matching data respectively corresponding to a plurality of candidate positions within the current field of view, the summoning matching data being data determined based on a positional relationship between the candidate positions and the at least one specified element; and

determining the candidate position corresponding to the summoning matching data meeting a first matching requirement as the first position, and displaying the first

virtual minion character at the first position.

3. The method according to claim 1 or 2, wherein the obtaining, in response to the character summoning operation, summoning matching data respectively corresponding to a plurality of candidate positions within the current field of view comprises:

evaluating, based on a positional relative relationship between the candidate positions and the at least one specified element in response to the character summoning operation, a gain effect of summoning the first virtual minion character at the candidate positions, to obtain position evaluation scores respectively corresponding to the plurality of candidate positions as the summoning matching data, the gain effect being an effect of assisting the master virtual object by using the first virtual minion character, and strength of the gain effect being directly proportional to a value of the position evaluation score.

4. The method according to any one of claims 1 to 3, wherein for a first candidate position in the plurality of candidate positions, obtaining the position evaluation score comprises at least one of the following:

obtaining a first distance score based on a first distance between the first candidate position and the master virtual object, the first distance being inversely proportional to the first distance score, and the at least one specified element comprising the master virtual object;

obtaining a second distance score based on a second distance between the first candidate position and another virtual object, the second distance being inversely proportional to the second distance score, and the at least one specified element comprising the another virtual object other than the master virtual object in the virtual scene;

obtaining a third distance score based on a third distance between the first candidate position and another virtual minion character, the third distance being inversely proportional to the third distance score, and the at least one specified

element comprising the another virtual minion character other than the first virtual minion character in the virtual scene;

obtaining an obstacle score based on a hindering effect of a virtual obstacle at the first candidate position on summoning the first virtual minion character, the hindering effect being inversely proportional to the obstacle score, and the at least one specified element comprising the virtual obstacle;

obtaining a terrain score based on an influence degree of a virtual terrain at the first candidate position on summoning the first virtual minion character, the influence degree being inversely proportional to the terrain score, and the at least one specified element comprising the virtual terrain;

obtaining a resource mining score based on a mining difficulty of mining a virtual resource by the first virtual minion character at the first candidate position, the mining difficulty being inversely proportional to the resource mining score, and the at least one specified element comprising the virtual resource; or

obtaining a place score based on a matching degree between the first virtual minion character and a virtual place at the first candidate position, the matching degree being directly proportional to the place score, and the at least one specified element comprising the virtual place.

5. The method according to any one of claims 1 to 4,

wherein the determining the candidate position corresponding to the summoning matching data meets a first matching requirement as the first position comprises:

determining the candidate position corresponding to a highest position evaluation score as the first position; or

determining the candidate position whose position evaluation score exceeds a first score threshold as the first position.

6. The method according to any one of claims 1 to 5, wherein the displaying the summoned first virtual minion character at a first position within a current field of

view in response to the character summoning operation comprises:

displaying a summoning indicator element at the first position within the current field of view in response to the character summoning operation, the summoning indicator element being configured for prompting summoning a virtual minion character; and

displaying the first virtual minion character at the first position at which the summoning indicator element is displayed,

wherein the displaying a summoning indicator element at the first position within the current field of view in response to the character summoning operation comprises:

displaying a virtual light beam as the summoning indicator element at the first position within the current field of view in response to the character summoning operation; or

displaying a virtual curtain as the summoning indicator element at the first position within the current field of view in response to the character summoning operation.

7. The method according to any one of claims 1 to 6, wherein the displaying the summoned first virtual minion character at a first position within a current field of view in response to the character summoning operation comprises:

displaying a highlight region within the current field of view in response to the character summoning operation, the highlight region being configured for representing a character summoning range of the first virtual minion character; and

displaying the summoned first virtual minion character at a first position in the highlight region, the first position being a position determined based on a positional relative relationship between at least one candidate position in the highlight region and the at least one specified element.

8. The method according to any one of claims 1 to 7, wherein the displaying a highlight region within the current field of view in response to the character

summoning operation comprises:

displaying the highlight region within the current field of view in response to receiving a position selection operation when the character summoning operation is received, the position selection operation being configured for selecting, within the current field of view, a region display position of the highlight region.

9. The method according to any one of claims 1 to 8, wherein the displaying the highlight region within the current field of view in response to receiving a position selection operation comprises:

displaying, in response to receiving the position selection operation pointing to a first display position within the current field of view, a preset circular region with the first display position as a circle center as the highlight region,

wherein the displaying a highlight region within the current field of view in response to the character summoning operation comprises:

displaying the highlight region within the current field of view in response to the character summoning operation when a first summoning function is enabled, the first summoning function being a function of selecting, within the current field of view, a character summoning range configured for summoning the first virtual minion character.

10. The method according to any one of claims 1 to 9, wherein the displaying the summoned first virtual minion character at a first position in the highlight region comprises:

determining the at least one candidate position located in the highlight region;

evaluating, based on the positional relative relationship between the at least one candidate position and the at least one specified element, a gain effect of summoning the first virtual minion character at the at least one candidate position, to obtain summoning matching data respectively corresponding to the at least one candidate position; and

determining the first position based on the summoning matching data, and displaying the summoned first virtual minion character at the first position,

the method further comprising:

receiving a pet selection operation, the pet selection operation being configured for selecting the first virtual minion character from at least one virtual minion character possessed by the master virtual object, the at least one virtual minion character being a virtual minion character captured from the virtual scene based on a pet capture operation.

11. The method according to any one of claims 1 to 10, wherein the receiving a pet selection operation comprises:

displaying at least one character identifier when the character summoning operation is received, the at least one character identifier being in a one-to-one correspondence with the at least one virtual minion character; and

receiving a selection operation for a first character identifier in the at least one character identifier as the pet selection operation, the first character identifier being a character identifier corresponding to the first virtual minion character,

the method further comprising:

selecting a plurality of candidate positions from the current field of view based on a position selection rule in response to the character summoning operation, the position selection rule being configured for representing density of the selected plurality of candidate positions; and

the position selection rule comprising at least one of a first selection rule configured by default or a second selection rule determined based on a rule configuration operation.

12. The method according to any one of claims 1 to 11, wherein the selecting a plurality of candidate positions from the current field of view based on a position selection rule in response to the character summoning operation comprises:

determining a sectoral region as the current field of view based on an orientation and a position of the master virtual object in response to the character summoning operation; and

dividing the sectoral region based on a grid size determined according to the position selection rule, to obtain a plurality of grid regions as the plurality of candidate positions,

the method further comprising:

displaying a plurality of configuration options in response to receiving the rule configuration operation, the configuration option being configured for adjusting position sparsity when the candidate positions are selected based on the character summoning operation; and the position sparsity being directly proportional to a quantity of the candidate positions; and

determining, in response to receiving a selection operation for a first configuration option in the plurality of configuration options, a first degree of sparsity corresponding to the first configuration option as the second selection rule.

13. The method according to any one of claims 1 to 12, wherein the displaying the summoned first virtual minion character at a first position within a current field of view in response to the character summoning operation comprises:

determining the first position within the current field of view in response to the character summoning operation;

selecting, based on matching degrees between the first position and a plurality of virtual minion characters, the first virtual minion character from the plurality of virtual minion characters, the plurality of virtual minion characters being virtual minion characters within a capability summoning range of the summoning capability; and

displaying the summoned first virtual minion character at the first position.

14. The method according to any one of claims 1 to 13, wherein the selecting,

based on matching degrees between the first position and a plurality of virtual minion characters, the first virtual minion character from the plurality of virtual minion characters comprises:

matching the first position with the plurality of virtual minion characters based on character attributes respectively corresponding to the plurality of virtual minion characters and a position parameter of the first position, to obtain the matching degrees respectively corresponding to the plurality of virtual minion characters, the character attribute comprising at least one of an assistance attribute, a counter attribute, or a gathering attribute of the virtual minion character, and the position parameter comprising at least one of a position parameter, an obstacle parameter, a terrain parameter, a resource parameter, or an additional assignment parameter between a candidate position and a virtual object; and

determining at least one virtual minion character whose matching degree meets a second matching requirement as the first virtual minion character,

the method further comprising:

displaying, in response to the character summoning operation when a second virtual minion character exists within the current field of view, that the second virtual minion character moves to the first position,

the second virtual minion character comprising at least one of the following virtual minion characters:

the second virtual minion character and the master virtual object being both in a first virtual camp; or

the master virtual object being in a first virtual camp, the second virtual minion character being in a second virtual camp, and a first team level of the first virtual camp being higher than a second team level of the second virtual camp.

15. An apparatus for summoning a virtual minion character, comprising:

a display module, configured to display a master virtual object in a virtual scene,

the master virtual object having a capability of summoning a virtual minion character, and the virtual minion character comprising a pet character captured by the master virtual object in the virtual scene; and

a receiving module, configured to receive a character summoning operation, the character summoning operation being configured for summoning a first virtual minion character, and the first virtual minion character being a virtual minion character selected as a servant of the master virtual object,

the display module being further configured to display the summoned first virtual minion character at a first position within a current field of view in response to the character summoning operation, the first position being dynamically determined based on an element position of at least one specified element within the current field of view, and the specified element being a virtual element affecting a character summoning result of the first virtual minion character within the current field of view.