

ABSTRACT

A method for interaction with a virtual object and a related device, applicable to shooting games. The method comprises: acquiring a target virtual scene, wherein the target virtual scene comprises a virtual object and a target interaction region, and the target interaction region has an effective duration; responding to a target operation performed by the virtual object in the target interaction region so as to determine an interaction value; and when the duration of existence of the target interaction region reaches the effective duration and when the interaction value is less than a pre-configured value, updating the target interaction region in the target virtual scene. In this manner, a continuous interaction process with a virtual element is achieved. In the virtual scene, interaction with a virtual object is guided only by means of switching between target interaction regions, without having to introduce a large number of virtual elements, thereby reducing resources occupied by the interaction with the virtual elements, and improving the stability of the interaction with the virtual object.