CLAIMS

1. An assist function enabling method, applicable to a racing application, the method comprising:

obtaining target data generated by a target account according to a vehicle head back operation in a current game battle, wherein the target data comprises at least one of operation data or calculation data, and the target account is an account logged in to the racing application;

triggering a game assist function to be enabled in response to the target data comprising the operation data of the vehicle head back operation and an operation frequency of the vehicle head back operation being lower than a preset frequency; and/or triggering the game assist function to be enabled in response to the target data comprising the calculation data and a quantity of times that an angle between a racing vehicle and a track in the calculation data is greater than a preset angle reaching a preset quantity of times; and

automatically executing, in the current game battle of the target account, the vehicle head back operation according to the game assist function when a trigger operation meeting an execution condition of the vehicle head back operation is received;

wherein the operation data comprises the operation frequency of the vehicle head back operation, and the calculation data indicates the angle between the racing vehicle and the track after the vehicle head back operation is received, the game assist function is configured to assist in executing the vehicle head back operation, the operation frequency of the vehicle head back operation is calculated according to a received quantity of drift operations and a received quantity of vehicle head back operations; and the angle between the racing vehicle and the track is obtained by determining an angle between a traveling direction of the racing vehicle and a track direction after a drift operation and the vehicle head back operation are received.

2. The method according to claim 1, wherein the trigger condition of the assist function trigger comprises the execution completion status of the vehicle head back operation being lower than a preset completion status.

3. The method according to claim 2, wherein the automatically executing the vehicle head back operation according to the game assist function when a trigger operation meeting an execution condition of the vehicle head back operation is received comprises:

automatically executing the vehicle head back operation according to the game assist function

in response to the drift operation being received.

4. The method according to claim 3, wherein the automatically executing the vehicle head back operation according to the game assist function in response to the drift operation being received comprises:

applying a force to a head of the racing vehicle according to the game assist function in response to the drift operation being received, the force being used for deflecting the traveling direction of the racing vehicle to the track direction.

5. The method according to claim 4, wherein the applying the force to the head of the racing vehicle according to the game assist function in response to the drift operation being received comprises:

applying the force to the head of the racing vehicle in response to no vehicle head back operation being received within a preset duration after the drift operation is received and an angle between the racing vehicle and a track being greater than a preset angle;

or

applying the force to the head of the racing vehicle in response to the vehicle head back operation being received within the preset duration after the drift operation is received but an angle between the racing vehicle and a track being greater than a preset angle.

6. An assist function enabling apparatus, applicable to a racing application, the apparatus comprising:

an obtaining module, configured to obtain target data generated by a target account according to a vehicle head back operation in a current game battle, wherein the target data comprises at least one of operation data and calculation data, and the target account is an account logged in to the racing application;

a trigger module, configured to trigger a game assist function to be enabled in response to the target data comprising operation data of the vehicle head back operation and an operation frequency of the vehicle head back operation being lower than a preset frequency; and/or trigger the game assist function to be enabled in response to the target data comprising the calculation data and a quantity of times that an angle between a racing vehicle and a track in the calculation data is greater than a preset angle reaching a preset quantity of times; and

an execution module, configured to automatically execute, in the current game battle of the target account, the vehicle head back operation according to the game assist function when a trigger

operation meeting an execution condition of the vehicle head back operation is received;

wherein the operation data comprises the operation frequency of the vehicle head back operation, and the calculation data indicates the angle between the racing vehicle and the track after the vehicle head back operation is received, the game assist function is configured to assist in executing the vehicle head back operation, the operation frequency of the vehicle head back operation is calculated according to a received quantity of drift operations and a received quantity of vehicle head back operations; and the angle between the racing vehicle and the track is obtained by determining an angle between a traveling direction of the racing vehicle and a track direction after a drift operation and the vehicle head back operation are received.

7. The apparatus according to claim 6, wherein the trigger condition of the assist function trigger comprises the execution completion status of the vehicle head back operation being lower than a preset completion status.

8. The apparatus according to claim 7, wherein the execution module is further configured to automatically execute the vehicle head back operation according to the game assist function in response to the drift operation being received.

9. The apparatus according to claim 8, wherein the execution module is further configured to apply a force to a head of the racing vehicle according to the game assist function in response to the drift operation being received, the force being used for deflecting the traveling direction of the racing vehicle to the track direction.

10. The apparatus according to claim 9, wherein the execution module is further configured to apply the force to the head of the racing vehicle in response to no vehicle head back operation being received within a preset duration after the drift operation is received and an angle between the racing vehicle and a track being greater than a preset angle;

or

the execution module is further configured to apply the force to the head of the racing vehicle in response to the vehicle head back operation being received within the preset duration after the drift operation is received but an angle between the racing vehicle and a track being greater than a preset angle.

11. A computer device, comprising: a processor and a memory, the memory storing at least one instruction, at least one program, a code set or an instruction set, the at least one instruction, the at least one program, the code set or the instruction set being loaded and executed by the processor to implement the assist function enabling method according to any one of claims 1 to 5.

12. A computer-readable storage medium, storing at least one instruction, at least one program, a code set or an instruction set, the at least one instruction, the at least one program, the code set or the instruction set being loaded and executed by a processor to implement the assist function enabling method according to any one of claims 1 to 5.