## CLAIMS

What is claimed is:

1. A virtual object control method, performed by a terminal device, the method comprising:

determining, in response to a touch operation on a touch region, at least two touch positions on which the touch operations act, the at least two touch positions being selected from a preset quantity of touch positions on which the touch operations finally act;

combining the at least two touch positions according to a preset policy, and determining a target touch position of the touch operation;

determining a first aiming direction indicated by the target touch position; and

controlling, according to the first aiming direction, a first virtual object to perform a skill casting operation;

wherein the touch region comprises a first touch subregion and a second touch subregion, the second touch subregion being outside the first touch subregion; and the determining a target touch position of the touch operation according to the at least two touch positions comprises:

determining the target touch position of the touch operation according to the at least two touch positions when the terminal touch position falls within the second touch subregion.

2. The method according to claim 1, wherein the determining a target touch position of the touch operation comprises:

determining weights of the at least two touch positions according to an arrangement order of the at least two touch positions; and

performing weighted combination on coordinates of the at least two touch positions according to the weights of the at least two touch positions, to obtain coordinates of the target touch position.

3. The method according to claim 2, wherein the obtaining coordinates of the target touch position comprises:

performing weighted summation on horizontal coordinates of the at least two touch positions according to the weights of the at least two touch positions, to obtain a horizontal

coordinate of the target touch position; and

performing weighted summation on vertical coordinates of the at least two touch positions according to the weights of the at least two touch positions, to obtain a vertical coordinate of the target touch position.

4. The method according to claim 1, wherein the determining at least two touch positions on which the touch operations act comprises:

determining, in response to a press operation corresponding to a touch point in the touch region, at least one intermediate touch position during sliding of the touch point in the touch region;

determining, in response to a lifting operation corresponding to the touch point in the touch region, an terminal touch position corresponding to the lifting operation; and

determining the preset quantity of touch positions from the at least one intermediate touch position and the terminal touch position.

5. The method according to claim 4, further comprising:

assigning a touch identifier to the touch point in response to the press operation corresponding to the touch point in the touch region; and

the determining at least one intermediate touch position during sliding of the touch point in the touch region comprises:

determining at least two touch positions that are detected in the touch region and match the touch identifier.

6. The method according to claim 1, wherein the controlling, according to the first aiming direction, a first virtual object to perform a skill casting operation comprises:

determining a second virtual object that has a shortest distance from the first virtual object in the first aiming direction; and

controlling the first virtual object to perform the skill casting operation on the second virtual object.

7. The method according to claim 1, wherein the controlling, according to the first aiming direction, a first virtual object to perform a skill casting operation comprises:

determining an aiming position in the first aiming direction according to the first aiming direction and a first preset distance, a distance between the aiming position and the first

virtual object being the first preset distance; and

controlling the first virtual object to perform the skill casting operation on the aiming position.

8. The method according to claim 1, wherein after the determining, in response to a touch operation on a touch region, at least two touch positions on which the touch operations act, the method further comprises:

determining a second aiming direction according to a preset rule when the at least two touch positions all fall within the first touch subregion; and

controlling, according to the second aiming direction, the first virtual object to perform the skill casting operation.

9. The method according to claim 8, wherein the determining a second aiming direction according to a preset rule comprises:

determining a position of a third virtual object that has a distance from the first virtual object less than a second preset distance; and

determining the second aiming direction according to a position of the first virtual object and the position of the third virtual object.

10. The method according to claim 1, wherein before the determining, in response to a touch operation on a touch region, at least two touch positions on which the touch operations act, the method further comprises:

displaying a skill casting button of the first virtual object through a virtual scene interface corresponding to the first virtual object; and

displaying the touch region through the virtual scene interface in response to a trigger operation on the skill casting button.

11. A virtual object control apparatus, comprising:

a touch position determining module, configured to determine, in response to a touch operation on a touch region, at least two touch positions on which the touch operations act, the at least two touch positions being selected from a preset quantity of touch positions on which the touch operations finally act;

a target position determining module, configured to combine the at least two touch positions according to a preset policy, and determine a target touch position of the touch

operation;

a first direction determining module, configured to determine a first aiming direction indicated by the target touch position; and

a first control module, configured to control, according to the first aiming direction, a first virtual object to perform a skill casting operation;

wherein the touch region comprises a first touch subregion and a second touch subregion, the second touch subregion being outside the first touch subregion; and

a target position determining module is configured to determine the target touch position of the touch operation according to the at least two touch positions when the terminal touch position falls within the second touch subregion.

12. The apparatus according to claim 11, wherein the target touch position determining module comprises:

a weight determining unit, configured to determine weights of the at least two touch positions according to an arrangement order of the at least two touch positions; and

a coordinate determining unit, configured to perform weighted combination on coordinates of the at least two touch positions according to the weights of the at least two touch positions, to obtain coordinates of the target touch position.

13. The apparatus according to claim 12, wherein the target position determining module comprises:

a weight determining unit, configured to determine weights of the at least two touch positions according to an arrangement order of the at least two touch positions; and

a coordinate determining unit, configured to perform weighted combination on coordinates of the at least two touch positions according to the weights of the at least two touch positions, to obtain coordinates of the target touch position.

14. The apparatus according to claim 11, wherein the touch position determining module comprises:

a first position determining unit, configured to determine, in response to a press operation corresponding to a touch point in the touch region, an initial touch position corresponding to the press operation;

a second position determining unit, configured to determine at least one touch position

during sliding of the touch point in the touch region; and

a third position determining unit, configured to determine, in response to a lifting operation corresponding to the touch point in the touch region, a terminal touch position corresponding to the lifting operation.

15. The apparatus according to claim 11, wherein the first control module comprises:

an object determining unit, configured to determine a second virtual object that has a shortest distance from the first virtual object in the first aiming direction; and

a first control unit, configured to control the first virtual object to perform the skill casting operation on the second virtual object.

16. The apparatus according to claim 11, wherein the first control module comprises:

an aiming position determining unit, configured to determine an aiming position in the first aiming direction according to the first aiming direction and a first preset distance, a distance between the aiming position and the first virtual object being the first preset distance; and

a second control unit, configured to control the first virtual object to perform the skill casting operation on the aiming position.

17. A computer device, comprising a processor and a memory, the memory storing at least one instruction, the at least one instruction being loaded and executed by the processor to implement the operations performed in the virtual object control method according to any one of claims 1 to 10.

18. A computer-readable storage medium, storing at least one instruction, the at least one instruction being loaded and executed by a processor to implement the operations performed in the virtual object control method according to any one of claims 1 to 10.