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(54) Title: INFORMATION INTERACTION METHOD AND RELATED DEVICE

(54) 发明名称: 信息交互方法和相关装置

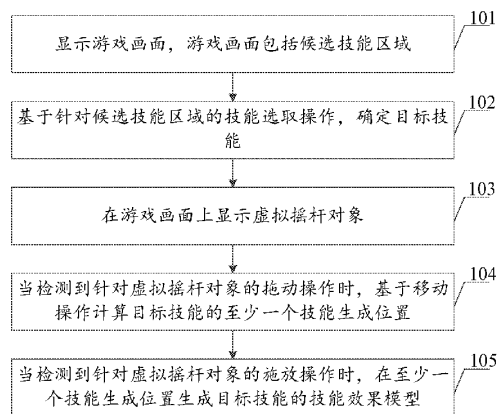


图 1b

101 DISPLAY A GAME PICTURE, WHEREIN THE GAME PICTURE COMPRISES A CANDIDATE SKILL AREA
102 DETERMINE A TARGET SKILL ACCORDING TO A SKILL SELECTION OPERATION FOR THE CANDIDATE SKILL AREA
103 DISPLAY A VIRTUAL JOYSTICK OBJECT ON THE GAME PICTURE
104 WHEN A MOVEMENT OPERATION FOR THE VIRTUAL JOYSTICK OBJECT IS DETECTED, CALCULATE AT LEAST ONE SKILL GENERATION POSITION OF THE TARGET SKILL ACCORDING TO THE MOVEMENT OPERATION
105 WHEN A RELEASING OPERATION FOR THE VIRTUAL JOYSTICK OBJECT IS DETECTED, GENERATE A SKILL EFFECT MODEL OF THE TARGET SKILL AT THE AT LEAST ONE SKILL GENERATION POSITION

(57) Abstract: Disclosed are an information interaction method and a related device. According to the embodiments of the application, the method comprises: displaying a game picture, wherein the game picture comprises a candidate skill area; determining a target skill according to a skill selection operation for the candidate skill area; displaying a virtual joystick object on the game picture; when a movement operation for the virtual joystick object is detected, calculating at least one skill generation position of the target skill according to the movement operation; and when a releasing operation for the virtual joystick object is detected, generating a skill effect model of the target skill at the at least one skill generation position. In the embodiments of the present application, a user can control the generation positions of a plurality of skill effect models of the game skill by means of the virtual joystick object; thus, the solution can improve the accuracy of information interaction.

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本国际公布:

— 包括国际检索报告 (条约第21条(3))。

(57) 摘要: 本申请实施例公开了一种信息交互方法和相关装置; 本申请实施例可以显示游戏画面, 其中, 该游戏画面包括候选技能区域; 基于针对候选技能区域的技能选取操作, 确定目标技能; 在游戏画面上显示虚拟摇杆对象; 当检测到针对虚拟摇杆对象的移动操作时, 基于移动操作计算目标技能的至少一个技能生成位置; 当检测到针对虚拟摇杆对象的施放操作时, 在至少一个技能生成位置生成目标技能的技能效果模型。在本申请实施例中用户可以通过虚拟摇杆对象来控制游戏技能的多个技能效果模型生成位置, 由此, 该方案可以提升信息交互的精确度。