

ABSTRACT

Disclosed are a prompt information sending method and apparatus in a multiplayer online battle program, and a terminal. The method comprises: displaying a user interface of a multiplayer online battle program (301); receiving a directionality operation on the user interface, wherein the directionality operation is an operation for activating a prompt information sending function and is directed at a target display element in the user interface (302); according to the target display element and battle information, predicting target prompt information (303); and sending the target prompt information to clients of teammate virtual characters of a master control virtual character, or clients of all virtual characters participating in a battle (304). According to the method, idea expression of a user and battle information can be intelligently combined to determine and screen out a signal expected to be sent by the user in the current battle scenario, thereby improving human-computer interaction efficiency during information communication between the user and the other users.

FIG. 3