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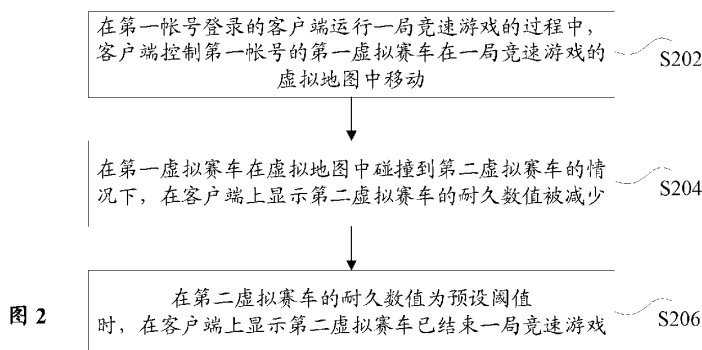
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(54) Title: VIRTUAL RACING CAR CONTROL METHOD AND APPARATUS, STORAGE MEDIUM AND DEVICE

(54) 发明名称: 虚拟赛车的控制方法和装置、存储介质及设备



S202 WHEN RUNNING A RACING GAME ON A CLIENT TO WHICH A FIRST ACCOUNT IS LOGGED ON, THE CLIENT CONTROLLING A FIRST VIRTUAL RACING CAR OF THE FIRST ACCOUNT TO MOVE IN A VIRTUAL MAP OF THE RACING GAME

S204 IN THE SITUATION IN WHICH THE FIRST VIRTUAL RACING CAR COLLIDES WITH A SECOND VIRTUAL RACING CAR IN THE VIRTUAL MAP, DISPLAY ON THE CLIENT THE DURABILITY SCORE OF THE SECOND VIRTUAL RACING CAR BEING REDUCED

S206 WHEN THE DURABILITY SCORE OF THE SECOND VIRTUAL RACING CAR IS A PRESET THRESHOLD, DISPLAY ON THE CLIENT THAT THE SECOND VIRTUAL RACING CAR HAS FINISHED THE RACING GAME

(57) Abstract: An artificial intelligence-based virtual racing car control method and apparatus, a storage medium and a device. The method comprises: when running a racing game on a client to which a first account is logged on, the client controlling a first virtual racing car of the first account to move in a virtual map of the racing game (S202); in the situation in which the first virtual racing car collides with a second virtual racing car in the virtual map, displaying on the client the durability score of the second virtual racing car being reduced (S204); and when the durability score of the second virtual racing car is a preset threshold, displaying on the client that

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the second virtual racing car has finished the racing game (S206). The described method does not require the second virtual racing car or the first virtual racing car to run to a pre-configured end point to end a racing game, thereby improving the efficiency of the second virtual racing car ending a current virtual game.

(57) 摘要: 一种基于人工智能的虚拟赛车的控制方法和装置、存储介质及设备。其中, 该方法包括: 在第一帐号登录的客户端运行一局竞速游戏的过程中, 客户端控制第一帐号的第一虚拟赛车在一局竞速游戏的虚拟地图中移动 (S202); 在第一虚拟赛车在虚拟地图中碰撞到第二虚拟赛车的情况下, 在客户端上显示第二虚拟赛车的耐久数值被减少 (S204); 在第二虚拟赛车的耐久数值为预设阈值时, 在客户端上显示第二虚拟赛车已结束一局竞速游戏 (S206)。该方法无需第二虚拟赛车或者第一虚拟赛车必须跑到预先设置的终点才能够结束一局竞速游戏, 提高了第二虚拟赛车结束当局虚拟游戏的效率。