CLAIMS

1. A method for obtaining a virtual item, performed by a computer device, comprising:

displaying, on a display screen coupled to the computer device, a competition entrance to a ranking mode in a graphical user interface of a client executed on the computer device, wherein the ranking mode is one of at least two match modes provided by the client, and the ranking mode is a competition mode for determining a strength rank of a user account in a ranking list;

controlling a virtual role of the user account to participate in a ranking competition match executed on the client in response to detecting a trigger operation on the competition entrance by a user of the client;

displaying, on the display screen, a virtual ranked coin obtained by participating in the ranking competition match in a current game season in response to a successful participation, comprising:

at an end of the ranking competition match in which the virtual role successfully participates, displaying a graphical settlement interface showing an outcome of the ranking competition match, the graphical settlement interface comprising a first region showing earned experiences and items from the ranking competition match and a progress bar indicating an accumulated journey value obtained by the user in the current game season, the accumulated journey value being related to the virtual ranked coin; and

obtaining a virtual item exclusive to the ranking mode from a ranking mall exclusive to the ranking mode based on the virtual ranked coin.

2. The method according to claim 1, wherein displaying the virtual ranked coin obtained by participating in the ranking competition match in the current game season in response to the successful participation comprises:

displaying a journey value obtained by participating in the ranking competition match in the current game season in response to the successful participation, wherein the journey value is a value related to times for which the user account participates in the ranking competition match in the current game season; and

displaying an obtained virtual ranked coin corresponding to a journey level when the journey value reaches a level threshold corresponding to the journey level, wherein different journey levels in the current game season correspond to different level thresholds.

3. The method according to claim 2, wherein displaying the journey value obtained by participating in the ranking competition match in the current game season in response to the successful participation comprises:

displaying a first quantity of the journey value obtained by participating in a single ranking competition match in the current game season when the user account participates in and wins the single ranking competition match; and

displaying a second quantity of the journey value obtained by participating in the single ranking competition match in the current game season when the user account participates in and loses the single ranking competition match, wherein

the first quantity is greater than or equal to the second quantity.

4. The method according to claim 2, wherein displaying the journey value obtained by participating in the ranking competition match in the current game season in response to the successful participation comprises:

determining a hidden score based on a ranking competition match successfully participated by the user account within a regular time period, wherein the regular time period is a time period other than a specified time period in the current game season;

determining a quantity n of bonus sessions based on the hidden score; and

displaying a bonus journey value obtained by participating in a ranking competition match within the specified time period when the user account successfully participates in first n ranking competition matches within the specified time period, wherein

the bonus journey value is greater than a single-match journey value obtained by the user account within the regular time period.

5. The method according to claim 4, wherein determining the hidden score based on the ranking competition match successfully participated by the user account within the regular time period comprises:

determining a third quantity of the hidden scores when the user account participates in and wins the ranking competition match within the regular time period; and

determining a fourth quantity of the hidden scores when the user account participates in and loses the ranking competition match within the regular time period, wherein

the third quantity is less than the fourth quantity.

6. The method according to claim 1, wherein obtaining the virtual item exclusive to the ranking mode from the ranking mall exclusive to the ranking mode based on the virtual ranked coin comprises:

displaying an entrance to the ranking mall exclusive to the ranking mode;

displaying a mall interface of the ranking mall in response to a trigger operation on the entrance to the ranking mall, wherein the mall interface of the ranking mall comprises a virtual item purchased only by the virtual ranked coin; and

obtaining the virtual item based on the virtual ranked coin in response to a purchase operation on the virtual item.

7. The method according to claim 6, wherein displaying the mall interface of the ranking mall comprises:

obtaining a game season virtual item exclusive to the current game season, wherein the game season virtual item comprises at least one of a virtual skin, a virtual posture, a virtual special effect, a virtual expression, and a virtual prop, for use by the virtual role; and

displaying the mall interface of the ranking mall based on the game season virtual item exclusive to the current game season.

8. The method according to claim 6, wherein displaying the mall interface of the ranking mall comprises:

- obtaining a level virtual item with purchasing authority based on a journey level of the user account, wherein the level virtual item comprises at least one of a virtual skin, a virtual posture, a virtual special effect, a virtual expression, and a virtual prop, for use by the virtual role; and

- displaying the mall interface of the ranking mall based on the level virtual item.

9. A computer device, comprising a processor and a memory, wherein the memory stores at least one computer instruction, and the at least one computer instruction is loaded and executed by the processor to perform:

- displaying, on a display screen coupled to the computer device, a competition entrance to a ranking mode in a graphical user interface of a client executed on the computer device, wherein the ranking mode is one of at least two match modes provided by the client, and the ranking mode is a competition mode for determining a strength rank of a user account in a ranking list;

- controlling a virtual role of the user account to participate in a ranking competition match executed on the client in response to detecting a trigger operation on the competition entrance by a user of the client;

- displaying, on the display screen, a virtual ranked coin obtained by participating in the ranking competition match in a current game season in response to a successful participation, comprising:

- at an end of the ranking competition match in which the virtual role successfully participates, displaying a graphical settlement interface showing an outcome of the ranking competition match, the graphical settlement interface comprising a first region showing engaged experiences and items from the ranking competition match and a progress bar indicating an accumulated journey value obtained by the user in the current game season, the accumulated journey value being related to the virtual ranked coin; and

obtaining a virtual item exclusive to the ranking mode from a ranking mall exclusive to the ranking mode based on the virtual ranked coin.

10. The computer device according to claim 9, wherein displaying the virtual ranked coin obtained by participating in the ranking competition match in the current game season in response to the successful participation comprises:

- displaying a journey value obtained by participating in the ranking competition match in the current game season in response to the successful participation, wherein the journey value is a value related to times for which the user account participates in the ranking competition match in the current game season; and

- displaying an obtained virtual ranked coin corresponding to a journey level when the journey value reaches a level threshold corresponding to the journey level, wherein different journey levels in the current game season correspond to different level thresholds.

11. The computer device according to claim 10, wherein displaying the journey value obtained by participating in the ranking competition match in the current game season in response to the successful participation comprises:

- determining a hidden score based on a ranking competition match successfully participated

by the user account within a regular time period, wherein the regular time period is a time period other than a specified time period in the current game season;

- determining a quantity n of bonus sessions based on the hidden score; and

- displaying a bonus journey value obtained by participating in a ranking competition match within the specified time period when the user account successfully participates in first n ranking competition matches within the specified time period, wherein

- the bonus journey value is greater than a single-match journey value obtained by the user account within the regular time period.

12. The computer device according to claim 9, wherein obtaining the virtual item exclusive to the ranking mode from the ranking mall exclusive to the ranking mode based on the virtual ranked coin comprises:

- displaying an entrance to the ranking mall exclusive to the ranking mode;

- displaying a mall interface of the ranking mall in response to a trigger operation on the entrance to the ranking mall, wherein the mall interface of the ranking mall comprises a virtual item purchased only by the virtual ranked coin; and

- obtaining the virtual item based on the virtual ranked coin in response to a purchase operation on the virtual item.

13. The computer device according to claim 12, wherein displaying the mall interface of the ranking mall comprises:

- obtaining a game season virtual item exclusive to the current game season, wherein the game season virtual item comprises at least one of a virtual skin, a virtual posture, a virtual special effect, a virtual expression, and a virtual prop, for use by the virtual role; and

- displaying the mall interface of the ranking mall based on the game season virtual item exclusive to the current game season.

14. A non-transitory computer readable storage medium, storing at least one computer instruction, the at least one computer instruction being loaded and executed by a processor of a computer device to perform:

- displaying, on a display screen coupled to the computer device, a competition entrance to

a ranking mode in a graphical user interface of a client executed on the computer device, wherein the ranking mode is one of at least two match modes provided by the client, and the ranking mode is a competition mode for determining a strength rank of a user account in a ranking list;

controlling a virtual role of the user account to participate in a ranking competition match executed on the client in response to detecting a trigger operation on the competition entrance by a user of the client;

displaying, on the display screen, a virtual ranked coin obtained by participating in the ranking competition match in a current game season in response to a successful participation, comprising:

at an end of the ranking competition match in which the virtual role successfully participates, displaying a graphical settlement interface showing an outcome of the ranking competition match, the graphical settlement interface comprising a first region showing earned experiences and items from the ranking competition match and a progress bar indicating an accumulated journey value obtained by the user in the current game season, the accumulated journey value being related to the virtual ranked coin; and

obtaining a virtual item exclusive to the ranking mode from a ranking mall exclusive to the ranking mode based on the virtual ranked coin.

15. The storage medium according to claim 14, wherein displaying the virtual ranked coin obtained by participating in the ranking competition match in the current game season in response to the successful participation comprises:

displaying a journey value obtained by participating in the ranking competition match in the current game season in response to the successful participation, wherein the journey value is a value related to times for which the user account participates in the ranking competition match in the current game season; and

displaying an obtained virtual ranked coin corresponding to a journey level when the journey value reaches a level threshold corresponding to the journey level, wherein different journey levels in the current game season correspond to different level thresholds.