CLAIMS

1. A virtual object interaction method, performed by a computer device, the method comprising

displaying a target virtual scene, the target virtual scene comprising a virtual object and a target interaction region, and the target interaction region having a valid time and the target interaction region is randomly generated in the target virtual scene;

determining an interaction value in response to a target operation of the virtual object occupying the target interaction region; and

updating the target interaction region in the target virtual scene when an existence time of the target interaction region reaches the valid time and the interaction value is lower than a preset value;

wherein the updating the target interaction region in the target virtual scene comprises:

determining real-time position coordinates of the virtual object in the target virtual scene; and

updating region position coordinates of the target interaction region based on the real-time position coordinates, to update the target interaction region in the region position coordinates, the updated target interaction region not comprising the virtual object.

2. The method according to claim 1, wherein the determining an interaction value in response to a target operation of the virtual object occupying the target interaction region comprises:

determining occupancy information in response to the target operation of the virtual object occupying the target interaction region, the occupancy information being set based on an occupancy time of the virtual object in the target interaction region; and

determining the interaction value based on the occupancy information.

3. The method according to claim 2, further comprising:

determining interaction data of the virtual object occupying the target interaction region; and

updating the occupancy information based on the interaction data.

4. The method according to claim 2, wherein the determining occupancy information in response to the target operation of the virtual object occupying the target interaction region comprises:

determining a boundary collision box corresponding to the target interaction region;

starting a timer for the target interaction region when the target operation of the virtual object

triggers the boundary collision box; and

determining the occupancy information according to the occupancy time indicated by the timer.

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

detecting occupancy objects in the target interaction region, the occupancy objects being used for identifying camp counts based on the virtual object; and

stopping the timer when that a quantity of the camp counts identified by the occupancy objects meets a stop threshold.

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

invoking a first virtual element in response to starting of the timer, the first virtual element being used for indicating a change of the interaction value; and

updating the target interaction region based on the first virtual element.

7. The method according to claim 1, wherein the updating region position coordinates of the target interaction region based on the real-time position coordinates comprises:

determining obstacle information surrounding the virtual object according to the real-time position coordinates;

generating route information based on distance weight information corresponding to the obstacle information, the route information being used for indicating a distance of the virtual object from the updated target interaction region; and

updating the region position coordinates of the target interaction region based on the route information.

8. The method according to claim 1, wherein the displaying a target virtual scene comprises:

determining a candidate virtual scene in response to a selection instruction;

generating a target hotspot based on the candidate virtual scene;

generating the target interaction region according to the target hotspot; and

deploying the target interaction region in the candidate virtual scene based on the target hotspot, to determine the target virtual scene.

9. The method according to claim 8, further comprising:

generating prompt information based on the target hotspot, the prompt information being used

for indicating a direction or a distance; and

updating a second virtual element in the target virtual scene according to the prompt information, the second virtual element being used for guiding the virtual object to approach the target interaction region.

10. The method according to claim 9, wherein the generating prompt information based on the target hotspot comprises:

determining an indication direction and position coordinates of the virtual object, the indication direction being used for indicating a first direction line toward which the virtual object faces;

generating a second direction line based on the position coordinates and the target hotspot; and

generating the prompt information based on the first direction line and the second direction line.

11. The method according to claim 9, wherein the generating prompt information based on the target hotspot comprises:

determining position information of the target hotspot in a third virtual element, the third virtual element being used for guiding the virtual object to approach the target interaction region;

determining position coordinates of the virtual object in the third virtual element; and

determining the prompt information based on the position information and the position coordinates of the virtual object in the third virtual element.

12. A virtual object interaction apparatus, comprising:

an obtaining unit, configured to display a target virtual scene, the target virtual scene comprising a virtual object and a target interaction region, and the target interaction region having a valid time and the target interaction region is randomly generated in the target virtual scene;

a determining unit, configured to determine an interaction value in response to a target operation of the virtual object occupying the target interaction region; and

an interaction unit, configured to update the target interaction region in the target virtual scene when an existence time of the target interaction region reaches the valid time and the interaction value is lower than a preset value;

wherein the interaction unit is further configured to:

determine real-time position coordinates of the virtual object in the target virtual scene; and

update region position coordinates of the target interaction region based on the real-time position coordinates, to update the target interaction region in the region position coordinates, the updated target interaction region not comprising the virtual object.

13. A computer device, comprising a processor and a memory,

the memory being configured to store program code, and the processor being configured to perform the virtual object interaction method according to any one of claims 1 to 11 according to instructions in the program code.

14. A computer-readable storage medium, storing a computer program, the computer program being configured to perform the virtual object interaction method according to any one of claims 1 to 11.

15. A computer program product comprising instructions, the instructions, when run on a computer, causing the computer to perform the virtual object interaction method according to any one of claims 1 to 11.