

INFORMATION DISPLAY METHOD AND APPARATUS, TERMINAL, AND STORAGE MEDIUM

[0001] This application claims priority to Chinese Patent Application No. 202110609808.X,
5 filed on June 01, 2021 and entitled "INFORMATION DISPLAY METHOD AND APPARATUS,
TERMINAL, AND STORAGE MEDIUM", which is incorporated herein by reference in its entirety.

FIELD

[0002] This application relates to the field of computer technologies, and in particular, to an
information display method and apparatus, a terminal, and a storage medium.

10 BACKGROUND

[0003] With the development of terminal technologies, an increasing number of game
programs may be run on terminals, and multiplayer online battle arena (MOBA) games are one type
of those games. At a preparation stage of the MOBA game, users belonging to two opposing camps
need to successively select virtual objects used in a current battle from multiple virtual objects.

15 SUMMARY

[0004] An information display method and apparatus, a terminal, and a storage medium are
provided according to embodiments of this application, which can effectively prompt a user of
existence of a friendly account associated with a target virtual object, so that the user can be prevented
from mistakenly banning a virtual object that the friendly account intends to use and causing
20 disbanding of a battle, thereby saving time of the user, thus improving man-machine interaction
efficiency. The technical solutions are described as follows.

[0005] In an aspect, an information display method is provided, which includes:

displaying a first display region and a second display region of a target battle, the first display
region displaying multiple to-be-banned first-type virtual objects, the second display region
25 displaying at least one second-type virtual object associated with at least one friendly account, the
friendly account belonging to a same camp as a user account in the target battle, the user account
being logged in by the terminal;

determining, in response to a selection operation for the multiple first-type virtual objects, a
target virtual object that is selected; and

displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region,

the first prompt information being used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information being used for prompting a position of the target virtual object in the second display region.

[0006] In another aspect, an information display apparatus is provided, which includes: a display module, and a determining module. The display module is configured to display a first display region and a second display region of a target battle, the first display region is used to display multiple to-be-banned first-type virtual objects, the second display region is used to display at least one second-type virtual object associated with at least one friendly account, the friendly account belongs to a same camp as a user account in the target battle, the user account is logged in by the terminal. The determining module is configured to determine a selected target virtual object in response to a selection operation for the multiple first-type virtual objects. The display module is further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and display second prompt information based on the target virtual object in the second display region. The first prompt information is used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information is used for prompting a position of the target virtual object in the second display region.

[0007] In some embodiments, the display module is further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, a first floating window at a position of the target virtual object in the first display region, display the first prompt information in the first floating window, and display the second prompt information in a special effect form at the position of the target virtual object in the second display region.

[0008] In some embodiments, the display module is further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, a first floating window at a position of the target virtual object in the first display region, display the first prompt information in the first floating window, display a second floating window at the position of the target virtual object in the second display region, and display the second prompt information in the second floating window.

[0009] In some embodiments, the display module is further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, the first prompt

information in a special effect form at a position of the target virtual object in the first display region, display a second floating window at the position of the target virtual object in the second display region, and display the second prompt information in the second floating window.

[0010] In some embodiments, the display module is further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, the first prompt information in a special effect form at a position of the target virtual object in the first display region, and display the second prompt information in a special effect form at the position of the target virtual object in the second display region.

[0011] In some embodiments, the second display region is further configured to display at least one third-type virtual object preselected by a friendly account in the target battle. The display module is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and display fourth prompt information based on the target virtual object in the second display region. The third prompt information is used for prompting existence of a friendly account that preselects the target virtual object, and the fourth prompt information is used for prompting the position of the target virtual object in the second display region.

[0012] In some embodiments, the display module is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, a third floating window at a position of the target virtual object in the first display region, display the third prompt information in the third floating window, and display the fourth prompt information in a special effect form at the position of the target virtual object in the second display region.

[0013] In some embodiments, the display module is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, a third floating window at a position of the target virtual object in the first display region, display the third prompt information in the third floating window, display a fourth floating window at the position of the target virtual object in the second display region, and display the fourth prompt information in the fourth floating window.

[0014] In some embodiments, the display module is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, the third prompt information in a special effect form at a position of the target virtual object in the first display region, display a fourth floating window at the position of the target virtual object in the second display region, and display the fourth prompt information in the fourth floating window.

[0015] In some embodiments, the display module is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, the third prompt information in a special effect form at a position of the target virtual object in the first display region, and display the fourth prompt information in a special effect form at the position of the target virtual object in the second display region.

[0016] In some embodiments, the display module is further configured to remove the third prompt information in a case that a display duration of the third prompt information exceeds a first duration.

[0017] In some embodiments, the display module is further configured to remove the fourth prompt information in a case that a display duration of the fourth prompt information exceeds a second duration.

[0018] In some embodiments, the apparatus further includes: a first playback module. The first playback module is configured to play a first prompt sound effect in a case that the target virtual object exists in the at least one third-type virtual object. The first prompt sound effect is used for prompting that the target virtual object exists in the at least one third-type virtual object.

[0019] In some embodiments, the multiple first-type virtual objects and the at least one second-type virtual object are displayed in forms including an avatar form and a card form.

[0020] In some embodiments, the apparatus further includes: a first obtaining module. The first obtaining module is configured to: obtain at least one friendly account in the target battle; and obtain at least one virtual object associated with the at least one friendly account as the at least one second-type virtual object.

[0021] In some embodiments, the apparatus further includes: a second obtaining module. The second obtaining module is configured to determine a virtual object associated with one of the at least one friendly account according to virtual objects used by the friendly account in multiple historical battles, the historical battle being a battle before the target battle.

[0022] In some embodiments, the display module is further configured to remove the first prompt information in a case that a display duration of the first prompt information exceeds a third duration.

[0023] In some embodiments, the display module is further configured to remove the second prompt information in a case that a display duration of the second prompt information exceeds a fourth duration.

[0024] In some embodiments, the apparatus further includes: a second playback module. The second playback module is configured to play a second prompt sound effect in a case that the target virtual object exists in the at least one second-type virtual object. The second prompt sound effect is used for prompting that the target virtual object exists in the at least one second-type virtual object.

5 **[0025]** In another aspect, a terminal is provided, which includes a processor and a memory. The memory is configured to store at least one computer program, the at least one computer program is loaded and executed by the processor to implement the following steps:

displaying a first display region and a second display region of a target battle, the first display region displaying multiple to-be-banned first-type virtual objects, the second display region
10 displaying at least one second-type virtual object associated with at least one friendly account, the friendly account belonging to a same camp as a user account in the target battle, the user account being logged in by the terminal;

determining a selected target virtual object in response to a selection operation for the multiple first-type virtual objects; and

15 displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region,

the first prompt information being used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information being used for prompting a position
20 of the target virtual object in the second display region.

[0026] In another aspect, a computer-readable storage medium is provided, which stores at least one computer program. The at least one computer program is loaded and executed by a processor to implement the following steps:

displaying a first display region and a second display region of a target battle, the first display
25 region displaying multiple to-be-banned first-type virtual objects, the second display region displaying at least one second-type virtual object associated with at least one friendly account, the friendly account belonging to a same camp as a user account in the target battle, the user account being logged in by the terminal;

determining a selected target virtual object in response to a selection operation for the multiple
30 first-type virtual objects; and

displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region,

the first prompt information being used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information being used for prompting a position of the target virtual object in the second display region.

[0027] In another aspect, a computer program product or a computer program is provided, which includes computer program code. The computer program code is stored in a computer-readable storage medium. A processor of a terminal reads the computer program code from the computer-readable storage medium, and the processor executes the computer program code, to cause the terminal to perform the following steps:

displaying a first display region and a second display region of a target battle, the first display region displaying multiple to-be-banned first-type virtual objects, the second display region displaying at least one second-type virtual object associated with at least one friendly account, the friendly account belonging to a same camp as a user account in the target battle, the user account being logged in by the terminal;

determining a selected target virtual object in response to a selection operation for the multiple first-type virtual objects; and

displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region,

the first prompt information being used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information being used for prompting a position of the target virtual object in the second display region.

BRIEF DESCRIPTION OF THE DRAWINGS

[0028] To describe the technical solutions in embodiments of this application more clearly, the following briefly describes the drawings for describing the embodiments. Apparently, the drawings in the following description show merely some embodiments of this application, and a person of ordinary skill in the art may still derive other drawings from these drawings without creative efforts.

[0029] FIG. 1 is a schematic diagram of an implementation environment of an information display method according to an embodiment of this application.

[0030] FIG. 2 is a flowchart of an information display method according to an embodiment of this application.

5 **[0031]** FIG. 3 is a flowchart of an information display method according to another embodiment of this application.

[0032] FIG. 4 is a schematic diagram of an interface of a target battle according to an embodiment of this application.

10 **[0033]** FIG. 5 is a schematic diagram of an interface of displaying third prompt information and fourth prompt information according to an embodiment of this application.

[0034] FIG. 6 is a schematic diagram of an interface of displaying first prompt information and second prompt information according to an embodiment of this application.

[0035] FIG. 7 is a flowchart of an information display method according to another embodiment of this application.

15 **[0036]** FIG. 8 is a block diagram of an information display apparatus according to an embodiment of this application.

[0037] FIG. 9 is a block diagram of an information display apparatus according to another embodiment of this application.

20 **[0038]** FIG. 10 is a structural block diagram of a terminal according to an embodiment of this application.

DESCRIPTION OF EMBODIMENTS

[0039] To make objectives, technical solutions, and advantages of this application clearer, the following further describes embodiments of this application in detail with reference to the drawings.

25 **[0040]** The terms "first", "second", and the like in this application are used for distinguishing between same items or similar items of which effects and functions are basically the same. The "first", "second", and "nth" do not have a dependency relationship in logic or time sequence, and a quantity and an execution order thereof are not limited.

[0041] In this application, the term "at least one" means one or more and the term "multiple" means two or more.

30 **[0042]** Terms involved in this application are explained below.

[0043] Virtual scene is a virtual scene displayed (or provided) when an application is run on a terminal. The virtual scene may be a simulated environment of a real world, or may be a semi-simulated semi-fictional virtual environment, or may be an entirely fictional virtual environment. The virtual scene may be any one of a two-dimensional virtual scene, a 2.5-dimensional virtual scene, or a three-dimensional virtual scene, and the dimension of the virtual scene is not limited in the embodiments of this application. For example, the virtual scene may include the sky, the land, the ocean, and the like. The land may include environmental elements such as the desert and a city. The user may control the virtual object to move in the virtual scene.

[0044] Virtual object is a movable object in a virtual world. The movable object may be at least one of a virtual person, a virtual animal, and a cartoon person. In some embodiments, when a virtual world is a three-dimensional virtual world, the virtual objects are three-dimensional models. Each virtual object has a shape and a volume in the three-dimensional virtual world, and occupies some space in the three-dimensional virtual world. In some embodiments, the virtual object is a three-dimensional character constructed based on three-dimensional human skeleton technology. The virtual object wears different skins to implement different appearances. In some embodiments, the virtual object is implemented by using a 2.5-dimensional model or a two-dimensional model, which is not limited in the embodiments of this application. In a MOBA game, the virtual object is referred to as a hero.

[0045] MOBA game is a game in which several forts are provided in a virtual world, and users on different camps control virtual objects to battle in the virtual world, occupy forts or destroy forts of the opposing camp. For example, in the MOBA game, the users may be divided into two opposing camps. The virtual objects controlled by the terminal users are distributed in the virtual world to compete, and the victory condition is to destroy or occupy all forts of the opposing camp. The victory conditions include, but not limited to, at least one of: occupying forts or destroy forts of the opposing camps, killing virtual objects in the opposing camps, ensuring own survivals in a specified scenario and time, seizing a specific resource, and outscoring the opponent within a specified time. The MOBA game takes place in rounds. A duration of one round of the MOBA game is from a moment at which the game starts to a moment at which the victory condition is met. Each camp includes one or more virtual objects, for example, 1 virtual object, 2 virtual objects, 3 virtual objects, or 5 virtual objects.

[0046] Ban Pick (BP) stage means that in the MOBA game, users ban virtual objects and select virtual objects at the preparation stage before the start of the current round of game. Banned virtual objects are forbidden to be picked by all users in the current round of game.

[0047] Intend-to-play hero means that in the MOBA game, a user may select one or more

heroes that the user intends to play in advance, and intend-to-play heroes of users are displayed at the BP stage.

[0048] Preselected hero means that at the BP stage in the MOBA game, a user having not had his turn to pick a hero may select a hero in advance as a hero intended to use, and show the hero to a friendly account.

[0049] At present, before users select virtual objects used in the current round of game successively, the users also need to select virtual objects banned in the current round of game, that is, to select virtual objects that cannot be used by any user in the current round of game. Because when a user selects a virtual object banned in the current round of game, the user may mistakenly ban a virtual object that a friendly account intends to use, so that the friendly account cannot select the virtual object that he intends to use, which cause disbanding of a battle, and consequently wasting time of the user, resulting in low man-machine interaction efficiency.

[0050] An implementation environment related to this application is described in the following.

[0051] The information display method provided in the embodiments of this application may be performed by a terminal. An implementation environment of the information display method according to the embodiments of this application is described in the following. FIG. 1 is a schematic diagram of an implementation environment of an information display method according to an embodiment of this application. Referring to FIG. 1, the implementation environment includes: a first terminal 120, a server 140, and a second terminal 160.

[0052] The first terminal 120 and the second terminal 160 are communicatively connected to the server 140 directly or indirectly by using a wireless network or a wired network.

[0053] The first terminal 120 is a smartphone, a tablet computer, a notebook computer, a desktop computer, a smart speaker, a smartwatch, or the like, but is not limited thereto. An application supporting a virtual scene is installed and run on the first terminal 120. The application may be any one of a first-person shooting game (FPS) game, a third-person shooting game, a Multiplayer Online Battle Arena (MOBA) game, a virtual reality application, a three-dimensional map program, a military simulation program, or a multiplayer gunfight survival game. In some embodiments, the first terminal 120 is a terminal used by a user, and the user may use the first terminal 120 to operate a virtual object in the virtual scene to perform a movement. The movement includes, but is not limited to, at least one of body posture adjustment, crawling, walking, running, cycling, jumping, driving, picking-up, shooting, attacking, and throwing. In some embodiments, the virtual object is a virtual

character, such as a simulated character role or a cartoon character role.

[0054] In some embodiments, the server 140 may be an independent physical server, or may be a server cluster or a distributed system formed by multiple physical servers, or may be a cloud server that provides a basic cloud computing service such as a cloud service, a cloud database, cloud computing, a cloud function, cloud storage, a network service, cloud communication, a middleware service, a domain name service, a security service, a content delivery network (CDN), big data, and an artificial intelligence platform. The server 140 is configured to provide a backend service for an application supporting a virtual scene. In some embodiments, the server 140 takes on primary computing work, and the first terminal 120 takes on secondary computing work. Alternatively, the server 140 takes on secondary computing work, and the first terminal 120 takes on primary computing work. Alternatively, collaborative computing is performed by using a distributed computing architecture between the server 140 and the first terminal 120.

[0055] The second terminal 160 and the first terminal 120 are installed with the same application, or installed with applications of the same type and running on different operating system platforms.

[0056] In some embodiments, the first terminal 120 generally refers to one of multiple terminals, the second terminal 160 generally refers to one of multiple terminals, and this embodiment is described by using the first terminal 120 and the second terminal 160 as an example. Those skilled in the art should be noted that there may be more or fewer terminals, and the quantity and the device types of the terminals are not limited in the embodiments of this application.

[0057] FIG. 2 is a flowchart of an information display method according to an embodiment of this application. As shown in FIG. 2, an example of executing the method by using a terminal is described in this embodiment of this application. The information display method includes the following steps 201 to 203.

[0058] In step 201, a terminal displays a first display region and a second display region of a target battle. The first display region displays multiple to-be-banned first-type virtual objects, and the second display region displays at least one second-type virtual object associated with at least one friendly account.

[0059] In this embodiment of this application, the target battle is a current game battle. The first display region and the second display region are object display regions at a preparation stage of the game battle, for example, hero display regions at a BP stage in a MOBA game. The multiple first-type virtual objects are to-be-banned virtual objects, that is, a selected first-type virtual object will be

banned from being used in the game battle. The at least one second-type virtual object is associated with at least one friendly account, for example, a hero that a friendly account intends to use or a hero that the friendly account is good at using in a MOBA game. The at least one friendly account in the target battle is belonging to the same camp as a user account in the target battle, the user account is
5 logged in by the terminal.

[0060] In step 202, the terminal determines a selected target virtual object in response to a selection operation for the multiple first-type virtual objects.

[0061] In this embodiment of this application, in response to detecting a selection operation for the multiple first-type virtual objects, the terminal determines a selected first-type virtual object
10 as the target virtual object. In other words, the target virtual object is a virtual object to be banned, for example, a hero to be banned in a MOBA game.

[0062] In step 203, in a case that the target virtual object exists in the at least one second-type virtual object, the terminal displays first prompt information at a position of the target virtual object in the first display region, and displays second prompt information at a position of the target virtual
15 object in the second display region.

[0063] In this embodiment of this application, after determining the target virtual object, the terminal may detect whether the target virtual object exists in the at least one second-type virtual object, that is, detect whether the selected first-type virtual object exists in the at least one second-type virtual object. After determining that the target virtual object exists in the at least one second-type virtual object, the terminal may display the first prompt information and the second prompt
20 information respectively in the first display region and the second display region. The first prompt information is used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information is used for prompting a position of the target virtual object in the second display region.

[0064] With the solution provided in this embodiment of this application, by determining whether a friendly account is associated with a selected target virtual object when a user selects a first-type virtual object, and performing prompting for the target virtual object in a first display region and a second display region when the friendly account is associated with the target virtual object, the user can be effectively prompted of existence of the friendly account associated with the target virtual
25 object, so that the user can be prevented from mistakenly banning a virtual object that the friendly account intends to use and causing disbanding of a battle, thereby saving time of the user, thus improving man-machine interaction efficiency.
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[0065] FIG. 2 exemplarily shows a process of an information display method according to an embodiment of this application. The information display method is further described in the following by using an application scenario. FIG. 3 is a flowchart of an information display method according to another embodiment of this application. As shown in FIG. 3, an example of executing the method by the terminal is used for description in this embodiment of this application. The information display method includes the following steps 301 to 304.

[0066] In step 301, a terminal displays a first display region and a second display region of a target battle. The first display region displays multiple to-be-banned first-type virtual objects, the second display region displays at least one second-type virtual object associated with a friendly account in the target battle, and the second display region further displays at least one third-type virtual object preselected by the friendly account in the target battle.

[0067] In this embodiment of this application, an application supporting a virtual scene, for example, a MOBA game program, is run on the terminal. The target battle is a current game battle. The first display region is a region for displaying multiple first-type virtual objects at a preparation stage of the game battle, for example, a hero display region at a BP stage in a MOBA game. The second display region is a region for displaying at least one second-type virtual object and at least one third-type virtual object at the preparation stage of the game battle, for example, a friendly account display region at a BP stage in a MOBA game. The friendly account belongs to the same camp as a user account in the target battle, the user account is logged in by the terminal. At the BP stage, the user may select a hero for banning from the hero display region, and the banned hero cannot be used in the target battle. That is, no account can use the hero in the target battle.

[0068] The multiple first-type virtual objects are to-be-banned virtual objects, for example, to-be-banned heroes in a MOBA game. The at least one second-type virtual object is associated with at least one friendly account, for example, a hero that a friendly account intends to use or a hero that the friendly account is good at using in a MOBA game. The at least one third-type virtual object is preselected by the friendly account, for example, a hero preselected by the friendly account during waiting for hero selection in a MOBA game. The preselected virtual object is a virtual object that is undetermined after being selected. The friendly account belongs to the same camp as the user account in the target battle, the user account is currently logged in by the terminal.

[0069] For example, a MOBA game includes a BP stage and a hero selection stage. At the BP stage, the user account is responsible for selecting banned heroes. The hero selection stage starts after the BP stage, the friendly account and the user account may select respective heroes used in the target battle from unbanned heroes and perform determination. At the BP stage, the friendly account may

also preselect a hero, that is, may select the hero but cannot perform determination. The terminal displays the hero preselected by the friendly account. If the hero preselected by the friendly account is not banned, the friendly account may perform determination directly without performing selection at the hero selection stage, so as to quickly select an intend-to-play hero, and other friendly accounts and the user account cannot select the hero. If the hero preselected by the friendly account is banned, the terminal cancels the display of the hero preselected by the friendly account, and the friendly account may preselect a hero again, or select a hero after the BP stage.

[0070] It is to be noted that, in this embodiment of this application, an example in which three-dimensional models of virtual objects are displayed in the first display region and the second display region are used for description. In some embodiments, the terminal displays virtual objects in a card form in the first display region and the second display region, or the terminal displays avatars of the virtual objects in the first display region and the second display region.

[0071] In some embodiments, when the terminal displays the virtual objects in the card form in the first display region and the second display region, the first display region is used to display object cards of multiple to-be-banned first-type virtual objects, the second display region is used to display at least one object card of at least one second-type virtual object associated with a friendly account in the target battle, and the second display region is further used to display at least one object card of at least one third-type virtual object preselected by the friendly account in the target battle. Because the virtual objects in the card form occupy a small amount of display resources, by displaying the virtual objects in the card form, the resource occupancy rate of the terminal can be reduced, and the efficiency of displaying the virtual objects by the terminal can be improved.

[0072] In some embodiments, when the terminal displays the avatars of the virtual objects in the first display region and the second display region, the first display region is used to display avatars of multiple to-be-banned first-type virtual objects, the second display region is used to display at least one avatar of at least one second-type virtual object associated with a friendly account in the target battle, and the second display region is further used to display at least one avatar of at least one third-type virtual object preselected by the friendly account in the target battle. Because the virtual objects in the avatar form occupy a small amount of display resources, and multiple virtual objects can be simultaneously displayed due to a small size of the virtual object in the avatar form, not only the resource occupancy rate of the terminal can be reduced, but also the number of virtual objects displayed by the terminal can be increased, thereby improving the efficiency of displaying virtual objects by the terminal.

[0073] For example, a BP stage in a MOBA game is taken as an example. Referring to FIG.4,

FIG. 4 is a schematic diagram of an interface of a target battle according to an embodiment of this application. As shown in FIG. 4, the target battle includes a first display region 401 and a second display region 402. The first display region 401 displays a user account and four friendly accounts: a friendly account 1, a friendly account 2, a friendly account 3, and a friendly account 4. Virtual objects in the MOBA game are heroes, and each friendly account is associated with at most three heroes. However, the friendly accounts may not be associated with heroes. In an example in which each friendly account is associated with three heroes and preselects one hero, circles in the first display region 401 represent avatars of the three heroes associated with the friendly account, and boxes represent an avatar of the one hero preselected by the friendly account. The second display region 402 displays avatars of multiple to-be-banned heroes and a banning button. The banning button is configured to instruct the terminal to ban a selected hero after being triggered.

[0074] In some embodiments, before displaying the first display region and the second display region of the target battle, the terminal obtains at least one friendly account in the target battle, and obtains at least one virtual object associated with the at least one friendly account as the at least one second-type virtual object. In some embodiments, the terminal may determine a virtual object associated with an account based on historical battles corresponding to the account. The terminal may determine a virtual object associated with the friendly account according to virtual objects used by the friendly account in multiple historical battles, the historical battles are played before the target battle. By determining the virtual object associated with the friendly account based on the virtual objects used by the friendly account in the historical battles, the determined virtual object is a virtual object that the friendly account intends to use, or the determined virtual object is a virtual object that the friendly account is good at using, or the determined virtual object is a virtual object recently used by the friendly account.

[0075] In some embodiments, the terminal determines the virtual object associated with the friendly account according to the number of times that the friendly account has used each virtual object in the multiple historical battles. The terminal may determine the number of times that the friendly account has used each virtual object in the multiple historical battles, and determine a virtual object with the largest number of times of use as the virtual object associated with the friendly account, or determine at least one virtual object with the number of times of use whose rank is not less than a target order as the virtual object associated with the friendly account, so that the determined virtual object is the virtual object most commonly used by the friendly account.

[0076] It is to be noted that this embodiment of this application is described by using an example in which the terminal determines the virtual object associated with the friendly account based

on the historical battles corresponding to the account. In some embodiments, a server determines the virtual object associated with the friendly account based on the historical battles corresponding to the account, and the terminal obtains the virtual object associated with the friendly account from the server.

5 **[0077]** In addition, the terminal may further provide an associated account setting page, the associated account setting page is used to set at least one virtual object associated with the account. A friendly account is taken as an example. The terminal logged in with the friendly account determines at least one virtual object associated with the friendly account according to a setting operation of the friendly account on the associated account setting page, and sends the at least one
10 virtual object associated with the friendly account to the server. A terminal logged in with a user account may obtain at least one virtual object associated with the friendly account from the server. By providing the associated account setting page, the friendly account may set the virtual object that the friendly account intends to use or is good at using as the virtual object associated with the friendly account.

15 **[0078]** It is to be noted that, in this embodiment of this application, the at least one second-type virtual object associated with the friendly account displayed in the second display region includes at least one of the following: a virtual object determined based on virtual objects used by the friendly account in multiple historical battles; and a virtual object determined based on a setting operation of the friendly account on the associated account setting page.

20 **[0079]** In step 302, a selected target virtual object is determined in response to a selection operation for the multiple first-type virtual objects.

[0080] In this embodiment of this application, in response to the terminal detecting a selection operation for the multiple first-type virtual objects, the terminal determines a selected first-type virtual object as the target virtual object.

25 **[0081]** It is to be noted that, in a case that the terminal detects a banning operation after determining the target virtual object, the target virtual object is banned; and in a case that the terminal detects a selection operation on another first-type virtual object after determining the target virtual object, the terminal determines the another selected virtual object as a target virtual object, that is, the target virtual object may be replaced at any time before the user triggers the banning operation.

30 **[0082]** The multiple first-type virtual objects are virtual objects that may be banned by the user, the at least one second-type virtual object is a virtual object associated with the friendly account, that is, the at least one second-type virtual object is a virtual object that the friendly account intends

to play or is good at playing, and the at least one third-type virtual object is a virtual object preselected by the friendly account, that is, the at least one third-type virtual object is a virtual object to be used by the friendly account in the target battle. Therefore, to prevent the user from banning the virtual object that the friendly account intends to play or to use, after the terminal determines the target virtual object, the terminal compares the target virtual object with the at least one second-type virtual object and the at least one third-type virtual object.

[0083] In some embodiments, after determining the target virtual object, the terminal obtains a target object identifier of the target virtual object, and determines, according to the target object identifier, whether the target virtual object exists in the at least one second-type virtual object or exists in the at least one third-type virtual object. The terminal obtains the target object identifier of the target virtual object. Subsequently, in a case that the target object identifier is the same as an object identifier of any third-type virtual object, the terminal determines that the target virtual object exists in the at least one third-type virtual object. In a case that the target virtual object does not exist in the at least one third-type virtual object, and the target object identifier is the same as an object identifier of a second-type virtual object, the terminal determines that the target virtual object exists in the at least one second-type virtual object.

[0084] In step 303, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information is displayed based on the target virtual object in the first display region, and fourth prompt information is displayed based on the target virtual object in the second display region.

[0085] In this embodiment of this application, after determining the target virtual object, the terminal detects whether the target virtual object exists in the at least one third-type virtual object, that is, detect whether the selected first-type virtual object exists in the at least one third-type virtual object. After determining that the target virtual object exists in the at least one third-type virtual object, the terminal displays the third prompt information and the fourth prompt information respectively in the first display region and the second display region. The third prompt information is used for prompting existence of a friendly account that preselects the target virtual object, and the fourth prompt information is used for prompting the position of the target virtual object in the second display region. The terminal may display the third prompt information and the fourth prompt information in different forms, such as a floating window form and a special effect form, which is not limited in this embodiment of this application. By displaying the third prompt information and the fourth prompt information, the efficiency of obtaining prompt information by the user can be improved, thereby improving man-machine interaction efficiency.

[0086] In some embodiments, the terminal displays the third prompt information in a floating window form, and displays the fourth prompt information in a special effect form. In a case that the target virtual object exists in the at least one third-type virtual object, the terminal displays a third floating window at a position of the target virtual object in the first display region, displays the third prompt information in the third floating window, and the terminal displays the fourth prompt information in a special effect form at the position of the target virtual object in the second display region. The third prompt information and the fourth prompt information are simultaneously displayed. By displaying the third prompt information in the floating window, the user can clearly obtain the third prompt information, so as to know that the target virtual object has been preselected by the friendly account, and the user will not be attracted by other virtual objects at the background and in turn will not ignore the third prompt information, thereby improving the efficiency of obtaining the third prompt information by the user, thus improving the man-machine interaction efficiency. By displaying the fourth prompt information in a special effect form, the user can quickly determine a position of the target virtual object in the second display region according to the special effect, thereby further improving the man-machine interaction efficiency.

[0087] For example, a MOBA game is still used as an example. Referring to FIG. 5, FIG. 5 is a schematic diagram of an interface displaying third prompt information and fourth prompt information according to an embodiment of this application. As shown in FIG. 5, the terminal determines a hero "A" as a selected target virtual object in response to a selection operation of the user. Because the friendly account 2 preselected the hero "A", the terminal determines that the target virtual object exists in the at least one third-type virtual object. The terminal displays a second floating window 501 in the first display region, and displays the third prompt information "Have been preselected by a friend" in the second floating window 501. Simultaneously, the terminal displays the hero "A" in a form of a special effect 502 at the position of the hero "A" in the second display region, the special effect 502 includes at least one of highlighting, flickering, and protruding.

[0088] In some embodiments, the terminal displays the third prompt information and the fourth prompt information in a floating window form. In a case that the target virtual object exists in the at least one third-type virtual object, a third floating window is displayed at a position of the target virtual object in the first display region, the third prompt information is displayed in the third floating window, a fourth floating window is displayed at the position of the target virtual object in the second display region, and the fourth prompt information is displayed in the fourth floating window. The third prompt information and the fourth prompt information are simultaneously displayed. By displaying the third prompt information and the fourth prompt information in the floating windows, the user can clearly obtain the third prompt information and the fourth prompt information, so as to

know that the target virtual object has been preselected by a friendly account and which friendly account has preselected the target virtual object, thereby improving the efficiency of obtaining the third prompt information and the fourth prompt information by the user, thus improving the man-machine interaction efficiency.

5 **[0089]** In some embodiments, the terminal displays the third prompt information in a special effect form, and displays the fourth prompt information in a floating window form. In a case that the target virtual object exists in the at least one third-type virtual object, the third prompt information is displayed in a special effect form at a position of the target virtual object in the first display region, a fourth floating window is displayed at the position of the target virtual object in the second display
10 region, and the fourth prompt information is displayed in the fourth floating window. The third prompt information and the fourth prompt information are simultaneously displayed. By displaying the third prompt information in the special effect form, the user can clearly obtain the third prompt information, so as to know that the target virtual object has been preselected by a friend, thereby improving the efficiency of obtaining the third prompt information by the user, thus improving the man-machine
15 interaction efficiency. By displaying the fourth prompt information in the floating window, the user can clearly obtain the fourth prompt information, thereby improving the efficiency of obtaining the fourth prompt information by the user, thus improving the man-machine interaction efficiency.

[0090] In some embodiments, the terminal displays the third prompt information and the fourth prompt information in a special effect form. In a case that the target virtual object exists in the
20 at least one third-type virtual object, the third prompt information is displayed in a special effect form at a position of the target virtual object in the first display region, and the fourth prompt information is displayed in a special effect form at the position of the target virtual object in the second display region. The third prompt information and the fourth prompt information are simultaneously displayed. By displaying the third prompt information and the fourth prompt information in the special effect
25 form, the user can clearly know that the target virtual object has been preselected by a friendly account and which friendly account has preselected the target virtual object, thereby improving the efficiency of obtaining the third prompt information by the user, thus improving the man-machine interaction efficiency.

[0091] It is to be noted that the special effect includes at least flickering, highlighting, a
30 prompt, and protruding, which is not limited in this embodiment of this application.

[0092] In some embodiments, the special effect includes flickering, and the terminal displaying the fourth prompt information in a special effect form at the position of the target virtual object in the second display region includes: displaying, by the terminal, the target virtual object in a

flickering manner at the position of the target virtual object in the second display region.

[0093] In some embodiments, the special effect includes highlighting, and the terminal displaying the third prompt information in a special effect form at a position of the target virtual object in the first display region includes: displaying, by the terminal, the target virtual object in a highlighting manner at the position of the target virtual object in the first display region.

[0094] It is to be noted that if two or more friendly accounts preselect target virtual objects, the terminal displays the fourth prompt information separately at a position of each target virtual object in the second display region.

[0095] In some embodiments, a display duration of the third prompt information is limited. The terminal removes the third prompt information in a case that the display duration of the third prompt information exceeds a first duration. By setting the first duration, the third prompt information can be prevented from blocking other virtual objects due to a long time period of display and in turn affecting the user in selecting other virtual objects, thereby improving the man-machine interaction efficiency.

[0096] In some embodiments, a display duration of the fourth prompt information is limited. The terminal removes the fourth prompt information in a case that the display duration of the fourth prompt information exceeds a second duration. By setting the second duration, the fourth prompt information can be prevented from attracting the attention of the user due to a long time period of display and in turn affecting the user in selecting other virtual objects and setting other game content, thereby improving the man-machine interaction efficiency.

[0097] It is to be noted that the first duration and the second duration may be same or different, which is not limited in this embodiment of this application.

[0098] In some embodiments, the terminal may also play a prompt sound effect to prompt the user. Correspondingly, the terminal plays a first prompt sound effect in a case that the target virtual object exists in the at least one third-type virtual object, the first prompt sound effect is used for prompting that the target virtual object exists in the at least one third-type virtual object. An existing prompt sound effect may be used as the first prompt sound effect or a dedicated prompt sound effect may be set as the first prompt sound effect, or a different prompt sound effect may be set for each virtual object, which is not limited in this embodiment of this application. By playing the prompt sound effect, the user is prompted that he selects a virtual object that has been preselected by the friendly account from both the visual and audio perspectives, which improves the effect of prompting the user, thereby improving the man-machine interaction efficiency.

[0099] In step 304, in a case that the target virtual object does not exist in the at least one third-type virtual object, and the target virtual object exists in the at least one second-type virtual object, first prompt information is displayed based on the target virtual object in the first display region, and second prompt information is displayed based on the target virtual object in the second display region.

[0100] In this embodiment of this application, in a case that the terminal determines that the target virtual object does not exist in the at least one third-type virtual object, the terminal detects whether the target virtual object exists in the at least one second-type virtual object, that is, the terminal detects whether the selected first-type virtual object exists in the at least one second-type virtual object. After determining that the target virtual object exists in the at least one second-type virtual object, the terminal may further display the first prompt information and the second prompt information respectively in the first display region and the second display region. The first prompt information is used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information is used for prompting the position of the target virtual object in the second display region. The terminal may display the first prompt information and the second prompt information in different forms, such as a floating window form and a special effect form, which is not limited in this embodiment of this application.

[0101] It is to be noted that in this embodiment of this application, an example in which the terminal first determines whether the target virtual object exists in the at least one third-type virtual object and determines whether the target virtual object exists in the at least one second-type virtual object is used for description. In some embodiments, the terminal may first determine whether the target virtual object exists in the at least one second-type virtual object, and determines whether the target virtual object exists in the at least one third-type virtual object. In some embodiments, after determining whether the target virtual object exists in the at least one third-type virtual object, the terminal no longer determines whether the target virtual object exists in the at least one second-type virtual object. In some embodiments, after determining whether the target virtual object exists in the at least one second-type virtual object, the terminal no longer determines whether the target virtual object exists in the at least one third-type virtual object. This is not limited in this embodiment of this application.

[0102] In some embodiments, the terminal displays the first prompt information in a floating window form, and displays the second prompt information in a special effect form. In a case that the target virtual object exists in the at least one second-type virtual object, the terminal displays a first floating window at a position of the target virtual object in the first display region, displays the first

prompt information in the first floating window, and the terminal displays the second prompt information in a special effect form at the position of the target virtual object in the second display region. The first prompt information and the second prompt information are simultaneously displayed. By displaying the first prompt information in the floating window, the user can clearly obtain the first prompt information, so as to know that the target virtual object is a virtual object associated with the friendly account, and the user will not be attracted by other virtual objects as the background and in turn will not ignore the first prompt information, thereby improving the efficiency of obtaining the first prompt information by the user, thus improving the man-machine interaction efficiency. By displaying the second prompt information in a special effect form, the user can quickly determine a position of the target virtual object in the second display region according to the special effect, thereby further improving the man-machine interaction efficiency.

[0103] For example, a MOBA game is still taken as an example. A virtual object associated with the friendly account is a hero that the friendly account intends to play. Referring to FIG.6, FIG. 6 is a schematic diagram of an interface displaying first prompt information and second prompt information according to an embodiment of this application. As shown in FIG. 6, the terminal determines a hero "B" as a selected target virtual object in response to a selection operation of the user. Because the friendly account 3 is associated with the hero "B", that is, the hero "B" is a hero that the friendly account 3 intends to play, the terminal determines that the target virtual object exists in the at least one second-type virtual object. The terminal displays a first floating window 601 in the first display region, and displays the first prompt information "A friend intends to play" in the first floating window. Simultaneously, the terminal displays the hero "B" in a form of a special effect 602 at the position of the hero "B" in the second display region. The special effect 602 includes at least one of highlighting, flickering, and protruding.

[0104] In some embodiments, the terminal displays the first prompt information and the second prompt information in a floating window form. In a case that the target virtual object exists in the at least one second-type virtual object, the terminals display a first floating window at a position of the target virtual object in the first display region, displays the first prompt information in the first floating window, displays a second floating window at the position of the target virtual object in the second display region, and displays the second prompt information in the second floating window. By displaying the first prompt information and the second prompt information in the floating windows, the user can clearly obtain the first prompt information and the second prompt information, so as to know that the target virtual object is a virtual object associated with a friendly account and which friendly account is associated with the virtual object, and the user will not be attracted by other virtual objects at the background and in turn will not ignore the first prompt information and the

second prompt information, thereby improving the efficiency of obtaining prompt information by the user, thus improving the man-machine interaction efficiency.

[0105] In some embodiments, the terminal displays the first prompt information in a special effect form, and displays the second prompt information in a floating window form. In a case that the target virtual object exists in the at least one second-type virtual object, the terminal displays the first prompt information in a special effect form at a position of the target virtual object in the first display region, displays a second floating window at the position of the target virtual object in the second display region, and displays the second prompt information in the second floating window. By displaying the first prompt information in the special effect form, the user can know that the target virtual object is a virtual object associated with the friendly account, thereby improving the efficiency of obtaining the first prompt information by the user, thus improving the man-machine interaction efficiency. By displaying the second prompt information in a floating window form, the user can quickly determine a position of the target virtual object in the second display region according to the special effect, thereby further improving the man-machine interaction efficiency.

[0106] In some embodiments, the terminal displays the first prompt information and the second prompt information in a special effect form. In a case that the target virtual object exists in the at least one second-type virtual object, the terminal displays the first prompt information in a special effect form at a position of the target virtual object in the first display region, and displays the second prompt information in a special effect form at the position of the target virtual object in the second display region. By displaying the first prompt information and the second prompt information in the special effect form, the user can clearly obtain the first prompt information and the second prompt information, so as to know that the target virtual object is a virtual object associated with a friendly account and which friendly account is associated with the virtual object, and the user will not be attracted by other virtual objects at the background and in turn will not ignore the first prompt information and the second prompt information, thereby improving the efficiency of obtaining prompt information by the user, thus improving the man-machine interaction efficiency.

[0107] The special effect includes flickering, highlighting, a prompt, and protruding, which is not limited in this embodiment of this application. In addition, the terminal may also perform prompting by vibrating, playing sound effects, and the like, which is not limited in this embodiment of this application.

[0108] In some embodiments, the special effect includes a prompt, and the terminal displaying the second prompt information in a special effect form at the position of the target virtual object in the second display region includes: displaying, by the terminal, the second prompt information in a

prompt form at the position of the target virtual object in the second display region.

[0109] In some embodiments, the special effect includes protruding, and the terminal displaying the first prompt information in a special effect form at a position of the target virtual object in the first display region includes: displaying, by the terminal, the target virtual object in a protruding manner at the position of the target virtual object in the first display region.

[0110] It is to be noted that if two or more friendly accounts are associated with target virtual objects, the terminal displays the second prompt information separately at a position of each target virtual object in the second display region.

[0111] In some embodiments, a display duration of the first prompt information is limited. The terminal cancels display of the first prompt information in a case that the display duration of the first prompt information exceeds a third duration. By setting the third duration, the first prompt information is prevented from blocking other virtual objects due to a long time period of display and in turn affecting the user in selecting other virtual objects, thereby improving the man-machine interaction efficiency.

[0112] In some embodiments, a display duration of the second prompt information is limited. The terminal cancels display of the second prompt information in a case that the display duration of the second prompt information exceeds a fourth duration. By setting the fourth duration, the second prompt information is prevented from attracting the attention of the user due to a long time period of display and in turn affecting the user in selecting other virtual objects and setting other game content, thereby improving the man-machine interaction efficiency.

[0113] It is to be noted that the third duration and the fourth duration may be same or different, which is not limited in this embodiment of this application.

[0114] In some embodiments, the terminal may also play a prompt sound effect to prompt the user. The terminal plays a second prompt sound effect in a case that the target virtual object exists in the at least one second-type virtual object, the second prompt sound effect is used for prompting that the target virtual object exists in the at least one second-type virtual object. An existing prompt sound effect may be used as the second prompt sound effect or a dedicated prompt sound effect may be set as the second prompt sound effect, or a different prompt sound effect may be set for each virtual object, which is not limited in this embodiment of this application. By playing the prompt sound effect, the user is prompted that he has selected a virtual object associated with the friendly account from both the visual and audio perspectives, thereby improving the effect of prompting the user, thus improving the man-machine interaction efficiency.

[0115] It is to be noted that to facilitating understanding the information display method described in the foregoing step 301 to step 304, an example is described in the following. Referring to FIG.7, FIG. 7 is a flowchart of an information display method according to another embodiment of this application. As shown in FIG. 7, an example in which a virtual object is displayed as an avatar of a hero, prompt information is displayed in a first display region in a bubble form, and prompt information is displayed in a second display region in a special effect form is used for description, which includes the following steps 701 to 708. In step 701, a terminal detects that a user selects an avatar of a hero. In step 702, the terminal detects whether the avatar selected by the user has been preselected by a friend. If the avatar selected by the user has been preselected by a friend, the method proceeds to step 703, and if the avatar selected by the user has not been preselected by a friend, the method proceeds to step 704. In step 703, the terminal displays a prompt "Have been preselected by a friend" for two seconds by using bubbles at a position of the avatar in the first display region, and plays a special effect at a position of the avatar in the second display region. In step 704, the terminal detects whether the avatar selected by the user is an avatar of a hero that the friend intends to play. If, the avatar selected by the user is that the friend intends to play, the method proceeds to step 705, and the avatar selected by the user is not an avatar of a hero that the friend intends to play, the method proceeds to step 706. In step 705, the terminal displays a prompt "A friend intends to play" for two seconds by using bubbles at the position of the avatar in the first display region, and plays a special effect at the position of the avatar in the second display region. In step 706, the terminal detects whether to select an avatar of another hero. If the terminal detects to select an avatar of another hero, the method proceeds to step 707, and the terminal detects not to select an avatar of another hero, the method proceeds to 708. In step 707, the terminal cancels display of the bubbles and the special effects that are currently displayed. In step 708, the terminal continually performs hero banning.

[0116] With the solution provided in this embodiment of this application, by determining whether a friendly account is associated with a selected target virtual object when a user selects a first-type virtual object, and performing prompting for the target virtual object in a first display region and a second display region when the friendly account is associated with the target virtual object, the user can be effectively prompted of existence of the friendly account associated with the target virtual object, to prevent the user from mistakenly banning a virtual object that the friendly account intends to use and causing disbanding of a battle, thereby saving time of the user, and improving man-machine interaction efficiency. In addition, the information display method provided in this embodiment of this application is performed to prompt the user, the process of selecting a virtual object by the user will not be interrupted, a dispute between friendly accounts caused by selecting a virtual object and banning a virtual object can also be avoided, thereby having a positive role in promoting teamwork

mentality.

[0117] FIG. 8 is a block diagram of an information display apparatus according to an embodiment of this application. The apparatus is configured to perform the steps in the foregoing information display method. Referring to FIG. 8, the apparatus includes: a display module 801 and a determining module 802. The display module 801 is configured to display a first display region and a second display region of a target battle, the first display region is used to display multiple to-be-banned first-type virtual objects, the second display region is used to display at least one second-type virtual object associated with a friendly account in the target battle. The determining module 802 is configured to determine a selected target virtual object in response to a selection operation for the multiple first-type virtual objects. The display module 801 is further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and display second prompt information based on the target virtual object in the second display region. The first prompt information is used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information is used for prompting the position of the target virtual object in the second display region.

[0118] In some embodiments, the display module 801 is further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, a first floating window at a position of the target virtual object in the first display region, display the first prompt information in the first floating window, and display the second prompt information in a special effect form at the position of the target virtual object in the second display region.

[0119] In some embodiments, the display module 801 is further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, a first floating window at a position of the target virtual object in the first display region, display the first prompt information in the first floating window, display a second floating window at the position of the target virtual object in the second display region, and display the second prompt information in the second floating window.

[0120] In some embodiments, the display module 801 is further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, the first prompt information in a special effect form at a position of the target virtual object in the first display region, display a second floating window at the position of the target virtual object in the second display region, and display the second prompt information in the second floating window.

[0121] In some embodiments, the display module 801 is further configured to: display, in a

case that the target virtual object exists in the at least one second-type virtual object, the first prompt information in a special effect form at a position of the target virtual object in the first display region, and display the second prompt information in a special effect form at the position of the target virtual object in the second display region.

5 **[0122]** In some embodiments, the second display region is further configured to display at least one third-type virtual object preselected by a friendly account in the target battle. The display module 801 is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and display fourth prompt information based on the target virtual object in the second display region. The third prompt information is used for prompting existence of a friendly account that preselects the target virtual object, and the fourth prompt information is used for prompting the position of the target virtual object in the second display region.

10 **[0123]** In some embodiments, the display module 801 is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, a third floating window at a position of the target virtual object in the first display region, display the third prompt information in the third floating window, and display the fourth prompt information in a special effect form at the position of the target virtual object in the second display region.

15 **[0124]** In some embodiments, the display module 801 is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, a third floating window at a position of the target virtual object in the first display region, display the third prompt information in the third floating window, display a fourth floating window at the position of the target virtual object in the second display region, and display the fourth prompt information in the fourth floating window.

20 **[0125]** In some embodiments, the display module 801 is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, display the third prompt information in a special effect form at a position of the target virtual object in the first display region, display a fourth floating window at the position of the target virtual object in the second display region, and display the fourth prompt information in the fourth floating window.

25 **[0126]** In some embodiments, the display module 801 is further configured to: display, in a case that the target virtual object exists in the at least one third-type virtual object, the third prompt information in a special effect form at a position of the target virtual object in the first display region, and display the fourth prompt information in a special effect form at the position of the target virtual object in the second display region.

[0127] In some embodiments, the display module 801 is further configured to remove the third prompt information in a case that a display duration of the third prompt information exceeds a first duration.

[0128] In some embodiments, the display module 801 is further configured to remove the fourth prompt information in a case that a display duration of the fourth prompt information exceeds a second duration.

[0129] In some embodiments, referring to FIG.9, FIG. 9 is a block diagram of an information display apparatus according to another embodiment of this application. As shown in FIG. 9, the apparatus further includes: a first playback module 803. The first playback module 803 is configured to play a first prompt sound effect in a case that the target virtual object exists in the at least one third-type virtual object, the first prompt sound effect is used for prompting that the target virtual object exists in the at least one third-type virtual object.

[0130] In some embodiments, the multiple first-type virtual objects and the at least one second-type virtual object are displayed in forms including an avatar form and a card form.

[0131] In some embodiments, as shown in FIG. 9, the apparatus further includes: a first obtaining module 804. The first obtaining module 804 is configured to: obtain at least one friendly account in the target battle; and obtain at least one virtual object associated with the at least one friendly account as the at least one second-type virtual object.

[0132] In some embodiments, as shown in FIG. 9, the apparatus further includes: a second obtaining module 805. The second obtaining module 805 is configured to determine a virtual object associated with one of the at least one friendly account according to virtual objects used by the friendly account in multiple historical battles, the historical battles are played before the target battle.

[0133] In some embodiments, the display module 801 is further configured to remove the first prompt information in a case that a display duration of the first prompt information exceeds a third duration.

[0134] In some embodiments, the display module 801 is further configured to remove the second prompt information in a case that a display duration of the second prompt information exceeds a fourth duration.

[0135] In some embodiments, as shown in FIG. 9, the apparatus further includes: a second playback module 806. The second playback module 806 is configured to play a second prompt sound effect in a case that the target virtual object exists in the at least one second-type virtual object, the second prompt sound effect is used for prompting that the target virtual object exists in the at least

one second-type virtual object.

[0136] With the solution provided in this embodiment of this application, by determining whether a friendly account is associated with a selected target virtual object when a user selects a first-type virtual object, and performing prompting for the target virtual object in a first display region and a second display region when the friendly account is associated with the target virtual object, the user can be effectively prompted of existence of the friendly account associated with the target virtual object, so that the user can be prevented from mistakenly banning a virtual object that the friendly account intends to use and causing disbanding of a battle, thereby saving time of the user, thus improving man-machine interaction efficiency.

[0137] It is to be noted that, the information display apparatus provided in the foregoing embodiments is described by taking the foregoing functional modules as an example when displaying prompt information. In actual applications, the foregoing functions may be allocated to different functional modules according to a requirement. That is, a structure of the apparatus is divided into different functional modules to perform all or some of the functions described above. In addition, the information display apparatus and the information display method embodiments provided in the foregoing embodiments belong to the same concept. For the specific implementation process, reference may be made to the method embodiments, and details are not repeated herein.

[0138] FIG. 10 is a structural block diagram of a terminal according to an embodiment of this application. The terminal 1000 may be a portable mobile terminal, for example, a smartphone, a tablet computer, a Moving Picture Experts Group Audio Layer III (MP3) player, a Moving Picture Experts Group Audio Layer IV (MP4) player, a notebook computer, or a desktop computer. The terminal 1000 may also be referred to as user equipment, a portable terminal, a laptop terminal, a desktop terminal, or other names.

[0139] Generally, the terminal 1000 includes a processor 1001 and a memory 1002.

[0140] The processor 1001 may include one or more processing cores, for example, a 4-core processor or an 8-core processor. The processor 1001 may be implemented by using at least one hardware form of digital signal processing (DSP), a field-programmable gate array (FPGA), and a programmable logic array (PLA). The processor 1001 may alternatively include a main processor and a coprocessor. The main processor is configured to process data in an awake state, which is also referred to as a central processing unit (CPU), and the coprocessor is a low-power processor and is configured to process data in a standby state. In some embodiments, the processor 1001 may be integrated with a graphics processing unit (GPU). The GPU is configured to render and draw content that needs to be displayed on a display screen. In some embodiments, the processor 1001 may further

include an artificial intelligence (AI) processor. The AI processor is configured to process a calculation operation related to machine learning.

[0141] The memory 1002 may include one or more computer-readable storage medium. The computer-readable storage medium may be non-transient. The memory 1002 may further include a high-speed random access memory and a nonvolatile memory, for example, one or more disk storage devices or flash storage devices. In some embodiments, the non-transient computer-readable storage medium in the memory 1002 is configured to store at least one computer program, and the at least one computer program is configured to be executed by the processor 1001 to implement the following steps: displaying a first display region and a second display region of a target battle, the first display region displaying multiple to-be-banned first-type virtual objects, and the second display region displaying at least one second-type virtual object associated with a friendly account in the target battle; determining a selected target virtual object in response to a selection operation for the multiple first-type virtual objects; and displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region. The first prompt information is used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information is used for prompting the position of the target virtual object in the second display region.

[0142] In some embodiments, the displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region includes:

displaying, in a case that the target virtual object exists in the at least one second-type virtual object, a first floating window at a position of the target virtual object in the first display region;

displaying the first prompt information in the first floating window; and

displaying the second prompt information in a special effect form at the position of the target virtual object in the second display region.

[0143] In some embodiments, the displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region includes:

displaying, in a case that the target virtual object exists in the at least one second-type virtual

object, a first floating window at a position of the target virtual object in the first display region;

displaying the first prompt information in the first floating window; and

displaying a second floating window at the position of the target virtual object in the second display region; and

5 displaying the second prompt information in the second floating window.

[0144] In some embodiments, the displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region includes:

10 displaying, in a case that the target virtual object exists in the at least one second-type virtual object, the first prompt information in a special effect form at a position of the target virtual object in the first display region;

displaying a second floating window at the position of the target virtual object in the second display region; and

15 displaying the second prompt information in the second floating window.

[0145] In some embodiments, the displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region includes:

20 displaying, in a case that the target virtual object exists in the at least one second-type virtual object, the first prompt information in a special effect form at a position of the target virtual object in the first display region; and

displaying the second prompt information in a special effect form at the position of the target virtual object in the second display region.

25 **[0146]** In some embodiments, the second display region is further configured to display at least one third-type virtual object preselected by a friendly account in the target battle. The method further includes: displaying, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and displaying fourth prompt information based on the target virtual object in the second display
30 region. The third prompt information is used for prompting existence of a friendly account that preselects the target virtual object, and the fourth prompt information is used for prompting the

position of the target virtual object in the second display region.

[0147] In some embodiments, the displaying, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and displaying fourth prompt information based on the target virtual object in the second display region includes:

displaying, in a case that the target virtual object exists in the at least one third-type virtual object, a third floating window at a position of the target virtual object in the first display region;

displaying the third prompt information in the third floating window; and

displaying the fourth prompt information in a special effect form at the position of the target virtual object in the second display region.

[0148] In some embodiments, the displaying, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and displaying fourth prompt information based on the target virtual object in the second display region includes:

displaying, in a case that the target virtual object exists in the at least one third-type virtual object, a third floating window at a position of the target virtual object in the first display region;

displaying the third prompt information in the third floating window;

displaying a fourth floating window at the position of the target virtual object in the second display region; and

displaying the fourth prompt information in the fourth floating window.

[0149] In some embodiments, the displaying, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and displaying fourth prompt information based on the target virtual object in the second display region includes:

displaying, in a case that the target virtual object exists in the at least one third-type virtual object, displaying the third prompt information in a special effect form at a position of the target virtual object in the first display region;

displaying a fourth floating window at the position of the target virtual object in the second display region; and

displaying the fourth prompt information in the fourth floating window.

[0150] In some embodiments, the displaying, in a case that the target virtual object exists in the at least one third-type virtual object, displaying third prompt information based on the target virtual object in the first display region, and displaying fourth prompt information based on the target virtual object in the second display region includes:

5 displaying, in a case that the target virtual object exists in the at least one third-type virtual object, the third prompt information in a special effect form at a position of the target virtual object in the first display region; and

displaying the fourth prompt information in a special effect form at the position of the target virtual object in the second display region.

10 **[0151]** In some embodiments, the method further includes:

removing the third prompt information in a case that a display duration of the third prompt information exceeds a first duration.

[0152] In some embodiments, the method further includes:

15 removing the fourth prompt information in a case that a display duration of the fourth prompt information exceeds a second duration.

[0153] In some embodiments, the method further includes:

playing a first prompt sound effect in a case that the target virtual object exists in the at least one third-type virtual object, the first prompt sound effect being used for prompting that the target virtual object exists in the at least one third-type virtual object.

20 **[0154]** In some embodiments, the multiple first-type virtual objects and the at least one second-type virtual object are displayed in forms including an avatar form and a card form.

[0155] In some embodiments, the method further includes:

obtaining at least one friendly account in the target battle; and

25 obtaining at least one virtual object associated with the at least one friendly account as the at least one second-type virtual object.

[0156] In some embodiments, the method further includes:

determining a virtual object associated with one of the at least one friendly account according to virtual objects used by the friendly account in multiple historical battles, the historical battles being performed before the target battle.

30 **[0157]** In some embodiments, the method further includes:

removing the first prompt information in a case that a display duration of the first prompt information exceeds a third duration.

[0158] In some embodiments, the method further includes:

removing the second prompt information in a case that a display duration of the second prompt
5 information exceeds a fourth duration.

[0159] In some embodiments, the method further includes:

playing a second prompt sound effect in a case that the target virtual object exists in the at least one second-type virtual object, the second prompt sound effect being used for prompting that the target virtual object exists in the at least one second-type virtual object.

10 **[0160]** In some embodiments, the terminal 1000 may further include a peripheral interface 1003 and at least one peripheral. The processor 1001, the memory 1002, and the peripheral interface 1003 may be connected by using a bus or a signal cable. Each peripheral may be connected to the peripheral interface 1003 by using a bus, a signal cable, or a circuit board. Specifically, the peripheral includes at least one of a display screen 1005, an audio circuit 1007, and a power supply 1009.

15 **[0161]** The peripheral interface 1003 may be configured to connect at least one input/output (I/O)-related peripheral to the processor 1001 and the memory 1002. In some embodiments, the processor 1001, the memory 1002 and the peripheral interface 1003 are integrated on a same chip or circuit board. In some other embodiments, any one or two of the processor 1001, the memory 1002, and the peripheral interface 1003 may be implemented on a single chip or circuit board. This is not
20 limited in this embodiment.

[0162] The display screen 1005 is configured to display a user interface (UI). The UI may include a graphic, a text, an icon, a video, and any combination thereof. When the display screen 1005 is a touch display screen, the display screen 1005 is further capable of acquiring touch signals on or above a surface of the display screen 1005. The touch signal may be inputted to the processor 1001
25 for processing as a control signal. In this case, the display screen 1005 may be further configured to provide a virtual button and/or a virtual keyboard, which is also referred to as a soft button and/or a soft keyboard. In some embodiments, there may be one display screen 1005 disposed on a front panel of the terminal 1000. In some other embodiments, there may be at least two display screens 1005 respectively disposed on different surfaces of the terminal 1000 or designed in a foldable shape. In
30 some other embodiments, the display screen 1005 may be a flexible display screen, disposed on a curved surface or a folded surface of the terminal 1000. Even, the display screen 1005 may be further set in a non-rectangular irregular pattern, namely, a special-shaped screen. The display screen 1005

may be made of materials such as a liquid crystal display (LCD), an organic light-emitting diode (OLED), or the like.

[0163] The audio circuit 1007 may include a microphone and a speaker. The microphone is configured to: acquire sound waves of a user and an environment, and convert the sound waves into electrical signals and input the electrical signals into the processor 1001 for processing. For the purpose of stereo acquisition or noise reduction, there may be multiple microphones, respectively disposed at different portions of the terminal 1000. The microphone may further be an array microphone or an omni-directional acquisition type microphone. The speaker is configured to convert electric signals from the processor 1001 or the RF circuit 1004 into sound waves. The speaker may be a conventional thin-film speaker or a piezoelectric ceramic speaker. When the speaker is the piezoelectric ceramic speaker, the speaker cannot only convert an electrical signal into sound waves audible to a human being, but also convert an electrical signal into sound waves inaudible to the human being for ranging and other purposes. In some embodiments, the audio circuit 1007 may further include an earphone jack.

[0164] The power supply 1009 is configured to supply power to components in the terminal 1000. The power supply 1009 may be an alternating-current power supply, a direct-current power supply, a disposable battery, or a rechargeable battery. When the power supply 1009 includes a rechargeable battery, and the rechargeable battery may be a wired rechargeable battery or a wireless rechargeable battery. The wired charging battery is a battery charged through a wired line, and the wireless charging battery is a battery charged through a wireless coil. The rechargeable battery may be further configured to support a fast charging technology.

[0165] In some embodiments, the terminal 1000 further includes one or more sensors 1010. The one or more sensors 1010 include, but not limited to, an acceleration sensor 1011, a gyroscope sensor 1012, a pressure sensor 1013, a fingerprint sensor 1014, an optical sensor 1015, and a proximity sensor 1016.

[0166] The acceleration sensor 1011 may detect accelerations on three coordinate axes of a coordinate system established with the terminal 1000. For example, the acceleration sensor 1011 may be configured to detect components of gravity acceleration on the three coordinate axes. The processor 1001 may control, according to a gravity acceleration signal acquired by the acceleration sensor 1011, the display screen 1005 to display the user interface in a landscape view or a portrait view. The acceleration sensor 1011 may be further configured to acquire motion data of a game or a user.

[0167] The gyroscope sensor 1012 may detect a body direction and a rotation angle of the

terminal 1000, and may collect a 3D action of the user on the terminal 1000 together with the acceleration sensor 1011. The processor 1001 may implement the following functions according to the data acquired by the gyroscope sensor 1012: motion sensing (such as changing the UI according to a tilt operation of the user), image stabilization during shooting, game control, and inertial navigation.

[0168] The pressure sensor 1013 may be disposed at a side frame of the terminal 1000 and/or a lower layer of the display screen 1005. When the pressure sensor 1013 is disposed at the side frame of the terminal 1000, a holding signal of the user on the terminal 1000 may be detected. The processor 1001 performs left and right hand recognition or a quick operation according to the holding signal acquired by the pressure sensor 1013. When the pressure sensor 1013 is disposed on the low layer of the display screen 1005, the processor 1001 controls, according to a pressure operation of the user on the display screen 1005, an operable control on the UI. The operable control includes at least one of a button control, a scroll-bar control, an icon control, and a menu control.

[0169] The fingerprint sensor 1014 is configured to acquire a fingerprint of a user, and the processor 1001 identifies an identity of the user according to the fingerprint acquired by the fingerprint sensor 1014, or the fingerprint sensor 1014 identifies identity of the user according to the acquired fingerprint. When the identity of the user is identified as a trusted identity, the processor 1001 authorizes the user to perform a related sensitive operation. The sensitive operation includes unlocking a screen, viewing encrypted information, downloading software, payment, changing settings, and the like. The fingerprint sensor 1014 may be disposed on a front surface, a back surface, or a side surface of the terminal 1000. When a physical button or a vendor logo is disposed on the terminal 1000, the fingerprint sensor 1014 may be integrated with the physical button or the vendor logo.

[0170] The optical sensor 1015 is configured to acquire ambient light intensity. In an embodiment, the processor 1001 may control display luminance of the display screen 1005 according to the ambient light intensity collected by the optical sensor 1015. Specifically, when the ambient light intensity is relatively high, the display luminance of the display screen 1005 is increased. When the ambient light intensity is relatively low, the display luminance of the display screen 1005 is reduced. In another embodiment, the processor 1001 may further dynamically adjust a camera parameter of the camera assembly 1006 according to the ambient light intensity acquired by the optical sensor 1015.

[0171] The proximity sensor 1016, which is also referred to as a distance sensor, is usually disposed on a front panel of the terminal 1000. The proximity sensor 1016 is configured to collect a

distance between a user and the front surface of the terminal 1000. In an embodiment, when the proximity sensor 1016 detects that the distance between the user and the front surface of the terminal 1000 gradually becomes smaller, the display screen 1005 is controlled by the processor 1001 to switch from a screen-on state to a screen-off state. In a case that the proximity sensor 1016 detects that the distance between the user and the front surface of the terminal 1000 gradually becomes larger, the display screen 1005 is controlled by the processor 1001 to switch from the screen-off state to the screen-on state.

[0172] A person skilled in the art may understand that the structure shown in FIG. 10 does not constitute a limitation to the terminal 1000, and the terminal may include more or fewer components than those shown in the figure, or some components may be combined, or a different component deployment may be used.

[0173] A computer-readable storage medium is further provided according to the embodiments of this application, which stores at least one computer program, the at least one computer program is loaded and executed by a processor of a terminal to implement the operations performed by the terminal in the information display method according to the foregoing embodiments. For example, the computer-readable storage medium may be a read-only memory (ROM), a random access memory (random-access memory, RAM), a compact disc read-only memory (CD-ROM), a magnetic tape, a floppy disk, an optical data storage device, and the like.

[0174] A computer program product is further provided according to the embodiments of this application, which includes computer program code, the computer program code is stored in a computer-readable storage medium. A processor of a terminal reads the computer program code from the computer-readable storage medium, and the processor executes the computer program code, to cause the terminal to perform the information display method provided in the foregoing various optional implementations.

[0175] A person of ordinary skill in the art may understand that all or some of the steps of the embodiments may be implemented by hardware or a program instructing related hardware. The program may be stored in a computer-readable storage medium. The storage medium may include: a read-only memory, a magnetic disk, or an optical disc.

[0176] The foregoing descriptions are merely optional embodiments of this application, but are not intended to limit this application. Any modification, equivalent replacement, or improvement made within the spirit and principle of this application shall fall within the protection scope of this application.

CLAIMS

1. An information display method, performed by a terminal, the method comprising:

displaying a first display region and a second display region of a target battle, the first display
5 region displaying a plurality of to-be-banned first-type virtual objects, the second display region
displaying at least one second-type virtual object associated with at least one friendly account, the
friendly account belonging to a same camp as a user account in the target battle, the user account
being logged in by the terminal;

determining, in response to a selection operation for the plurality of first-type virtual objects, a
10 target virtual object that is selected; and

displaying, in a case that the target virtual object exists in the at least one second-type virtual
object, first prompt information based on the target virtual object in the first display region, and
displaying second prompt information based on the target virtual object in the second display region,

the first prompt information being used for prompting existence of a friendly account associated
15 with the target virtual object, and the second prompt information being used for prompting a position
of the target virtual object in the second display region.

2. The method according to claim 1, wherein the displaying, in a case that the target virtual object
exists in the at least one second-type virtual object, first prompt information based on the target virtual
20 object in the first display region, and displaying second prompt information based on the target virtual
object in the second display region comprises:

displaying, in a case that the target virtual object exists in the at least one second-type virtual
object, a first floating window at a position of the target virtual object in the first display region;

displaying the first prompt information in the first floating window; and

25 displaying the second prompt information in a special effect form at the position of the target
virtual object in the second display region.

3. The method according to claim 1, wherein the displaying, in a case that the target virtual object
exists in the at least one second-type virtual object, first prompt information based on the target virtual
30 object in the first display region, and displaying second prompt information based on the target virtual

object in the second display region comprises:

displaying, in a case that the target virtual object exists in the at least one second-type virtual object, a first floating window at a position of the target virtual object in the first display region;

displaying the first prompt information in the first floating window;

5 displaying a second floating window at the position of the target virtual object in the second display region; and

displaying the second prompt information in the second floating window.

10 4. The method according to claim 1, wherein the displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region comprises:

15 displaying, in a case that the target virtual object exists in the at least one second-type virtual object, the first prompt information in a special effect form at a position of the target virtual object in the first display region;

displaying a second floating window at the position of the target virtual object in the second display region; and

displaying the second prompt information in the second floating window.

20 5. The method according to claim 1, wherein the displaying, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and displaying second prompt information based on the target virtual object in the second display region comprises:

25 displaying, in a case that the target virtual object exists in the at least one second-type virtual object, the first prompt information in a special effect form at a position of the target virtual object in the first display region; and

displaying the second prompt information in a special effect form at the position of the target virtual object in the second display region.

30 6. The method according to claim 1, wherein the second display region further displays at least

one third-type virtual object preselected by a friendly account in the target battle; and

the method further comprises:

displaying, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and displaying
5 fourth prompt information based on the target virtual object in the second display region, and wherein

the third prompt information is used for prompting existence of a friendly account that preselects the target virtual object, and the fourth prompt information is used for prompting the position of the target virtual object in the second display region.

10 7. The method according to claim 6, wherein the displaying, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and displaying fourth prompt information based on the target virtual object in the second display region comprises:

displaying, in a case that the target virtual object exists in the at least one third-type virtual object,
15 a third floating window at a position of the target virtual object in the first display region;

displaying the third prompt information in the third floating window; and

displaying the fourth prompt information in a special effect form at the position of the target virtual object in the second display region.

20 8. The method according to claim 6, wherein the displaying, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and displaying fourth prompt information based on the target virtual object in the second display region comprises:

displaying, in a case that the target virtual object exists in the at least one third-type virtual object,
25 a third floating window at a position of the target virtual object in the first display region;

displaying the third prompt information in the third floating window;

displaying a fourth floating window at the position of the target virtual object in the second display region; and

displaying the fourth prompt information in the fourth floating window.

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9. The method according to claim 6, wherein the displaying, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and displaying fourth prompt information based on the target virtual object in the second display region comprises:

5 displaying, in a case that the target virtual object exists in the at least one third-type virtual object, the third prompt information in a special effect form at a position of the target virtual object in the first display region;

displaying a fourth floating window at the position of the target virtual object in the second display region; and

10 displaying the fourth prompt information in the fourth floating window.

10. The method according to claim 6, wherein the displaying, in a case that the target virtual object exists in the at least one third-type virtual object, third prompt information based on the target virtual object in the first display region, and displaying fourth prompt information based on the target virtual object in the second display region comprises:

15 displaying, in a case that the target virtual object exists in the at least one third-type virtual object, the third prompt information in a special effect form at a position of the target virtual object in the first display region; and

20 displaying the fourth prompt information in a special effect form at the position of the target virtual object in the second display region.

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

removing the third prompt information in a case that a display duration of the third prompt information exceeds a first duration.

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

removing the fourth prompt information in a case that a display duration of the fourth prompt information exceeds a second duration.

30 13. The method according to claim 6, further comprising:

playing a first prompt sound effect in a case that the target virtual object exists in the at least one third-type virtual object, the first prompt sound effect being used for prompting that the target virtual object exists in the at least one third-type virtual object.

5 14. The method according to any one of claims 1 to 13, wherein the plurality of first-type virtual objects and the at least one second-type virtual object are displayed in forms comprising an avatar form and a card form.

15. The method according to any one of claims 1 to 13, further comprising:
10 obtaining at least one friendly account in the target battle; and
 obtaining at least one virtual object associated with the at least one friendly account as the at least one second-type virtual object.

16. The method according to claim 15, further comprising:
15 determining a virtual object associated with one of the at least one friendly account according to virtual objects used by the friendly account in a plurality of historical battles, the historical battles being played before the target battle.

17. The method according to any one of claims 1 to 13, further comprising:
20 removing the first prompt information in a case that a display duration of the first prompt information exceeds a third duration.

18. The method according to any one of claims 1 to 13, further comprising:
 removing the second prompt information in a case that a display duration of the second prompt
25 information exceeds a fourth duration.

19. The method according to any one of claims 1 to 13, further comprising:
 playing a second prompt sound effect in a case that the target virtual object exists in the at least one second-type virtual object, the second prompt sound effect being used for prompting that the

target virtual object exists in the at least one second-type virtual object.

20. An information display apparatus, comprising:

5 a display module, configured to display a first display region and a second display region of a target battle, the first display region being used to display a plurality of to-be-banned first-type virtual objects, the second display region being used to display at least one second-type virtual object associated with at least one friendly account, the friendly account belonging to a same camp as a user account in the target battle, the user account being logged in by the terminal; and

10 a determining module, configured to determine, in response to a selection operation for the plurality of first-type virtual objects, a target virtual object that is selected,

the display module being further configured to: display, in a case that the target virtual object exists in the at least one second-type virtual object, first prompt information based on the target virtual object in the first display region, and display second prompt information based on the target virtual object in the second display region,

15 the first prompt information being used for prompting existence of a friendly account associated with the target virtual object, and the second prompt information being used for prompting a position of the target virtual object in the second display region.

21. A terminal, comprising a processor and a memory, the memory being configured to store at least one computer program, the at least one computer program being loaded by the processor to perform the information display method according to any one of claims 1 to 19.

22. A computer-readable storage medium, configured to store at least one computer program, the at least one computer program being configured to perform the information display method according to any one of claims 1 to 19.