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(54) Title: VIRTUAL PROP CONTROL METHOD AND APPARATUS, STORAGE MEDIUM AND ELECTRONIC DEVICE

(54) 发明名称: 虚拟道具的控制方法和装置、存储介质及电子设备

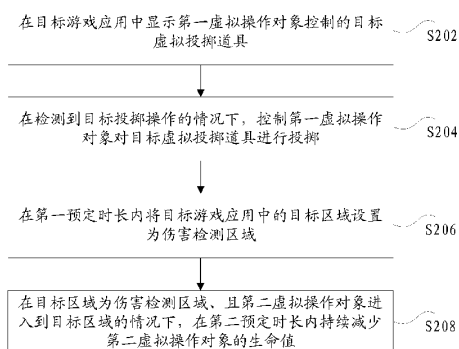


图 2

S202 Display a target virtual throwing prop controlled by a first virtual operation object in a target game application
S204 In the case that a target throwing operation is detected, control the first virtual operation object to throw the target virtual throwing prop
S206 Set a target region in the target game application as a damage detection region within a first predetermined duration
S208 In the case that the target region is the damage detection region and a second virtual operation object enters the target region, continuously reduce the health points of the second virtual operation object within a second predetermined duration

(57) Abstract: A virtual prop control method and apparatus, a storage medium and an electronic device. The method comprises: when a target virtual throwing prop (506, 608) controlled by a first virtual operation object (504) is displayed in a target game application and a target throwing operation is detected, controlling the first virtual operation object (504) to throw the target virtual throwing prop (506, 608), and setting a target region in the target game application as a damage detection region (402) within a first predetermined duration; and then, in the case that the target region is the damage detection region (402) and a second virtual operation object (404) enters the target region, continuously reducing the health points of the second virtual operation object (404) within a second predetermined duration.

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RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI,
CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG)。

本国际公布：

— 包括国际检索报告(条约第21条(3))。

(57) 摘要：一种虚拟道具的控制方法和装置、存储介质及电子设备。其中该方法包括：当目标游戏应用中显示第一虚拟操作对象(504)控制的目标虚拟投掷道具(506, 608)，并在检测到目标投掷操作时，控制第一虚拟操作对象(504)对目标虚拟投掷道具(506, 608)进行投掷，以及在第一预定时长内将目标游戏应用中的目标区域设置为伤害检测区域(402)，进而在目标区域为伤害检测区域(402)、且第二虚拟操作对象(404)进入到目标区域的情况下，在第二预定时长内持续减少第二虚拟操作对象(404)的生命值。