CLAIMS

1. A virtual object control method, comprising:

displaying a virtual environment picture, the virtual environment picture including a picture of a virtual environment observed by a target virtual object, the virtual environment comprising a bonus draw prop configured to provide at least two bonus resources to the target virtual object, and the at least two bonus resources comprising a skill resource;

drawing a teleportation skill from the at least two bonus resources in response to the target virtual object being within an interactive distance range of the bonus draw prop;

displaying, in response to determining that a skill display condition is met, a teleportation skill control element used for triggering the teleportation skill, the skill display condition comprising a state condition corresponding to the target virtual object, and the state condition comprises that an energy value of the target virtual object is less than an energy threshold, wherein the teleportation skill control element is displayed in response to the energy value of the target virtual object being initially reduced to the energy threshold; and

moving the target virtual object from a first position to a second position in response to receiving a trigger operation for the teleportation skill control element, the first position being a position of the target virtual object within the virtual environment when the trigger operation is received, and the second position being a position that is randomly determined within the virtual environment.

2. The method according to claim 1, wherein the skill display condition further comprises an environmental condition, and the environmental condition corresponds to the virtual environment; and

the environmental condition comprises that a quantity of hostile virtual objects in a subregion of the virtual environment is greater than a quantity threshold, and the subregion of the virtual environment is obtained by dividing the virtual environment according to the position of the target virtual object.

3. The method according to claim 2, wherein the virtual environment further comprises a hostile virtual object, the hostile virtual object being a virtual object that attacks the target virtual object; and

before the displaying the teleportation skill control element in response to the energy

value of the target virtual object being reduced to the energy threshold, the method comprises:

receiving a first attack signal, the first attack signal being a signal generated when the hostile virtual object attacks the target virtual object; and

reducing the energy value of the target virtual object by a value corresponding to the first attack signal.

4. The method according to claim 2, wherein

the displaying, in response to determining that the skill display condition is met, the teleportation skill control element comprises:

displaying the teleportation skill control element in response to a quantity of hostile virtual objects in a preset distance range reaching the quantity threshold, the preset distance range being centered on the target virtual object.

5. The method according to any one of claims 1 to 4, wherein the bonus draw prop corresponds to a collision detection box; and

before the drawing the teleportation skill from the bonus draw prop in response to the target virtual object being within the interactive distance range of the bonus draw prop, the method comprises:

performing collision detection between the target virtual object and the bonus draw prop by using the collision detection box; and

determining, in response to detecting a collision between the target virtual object and the bonus draw prop, that the target virtual object is within the interactive distance range of the bonus draw prop.

6. The method according to any one of claims 1 to 4, wherein before the drawing the teleportation skill from the at least two bonus resources, the method further comprises:

receiving an attack operation of the target virtual object on the hostile virtual object;

receiving a second attack signal of the target virtual object to the hostile virtual object, the second attack signal indicating that the target virtual object causes an injury event to the hostile virtual object; and

obtaining an exchange resource corresponding to the second attack signal, the exchange resource being used for drawing the bonus resource from the bonus draw prop, and the bonus resource comprising the teleportation skill.

7. The method according to any one of claims 1 to 4, wherein before the moving the target virtual object from the first position to the second position, the method further comprises:

determining a target positioning point in a map corresponding to the virtual environment in response to receiving the trigger operation for the teleportation skill control element;

obtaining a candidate region corresponding to the target positioning point; and

determining the second position within the candidate region.

8. The method according to claim 7, wherein at least one candidate positioning point is correspondingly configured in the virtual environment, and the at least one candidate positioning point comprises the target positioning point; and

the determining the target positioning point in a virtual map corresponding to the virtual environment in response to receiving the trigger operation for the teleportation skill control element comprises:

randomly determining the target positioning point from the at least one candidate positioning point in response to receiving the trigger operation for the teleportation skill control element; or, receiving a positioning point selection operation, and determining a candidate positioning point selected by the positioning point selection operation as the target positioning point.

9. A virtual object control apparatus, comprising:

a display module, configured to display a virtual environment picture, the virtual environment picture including a picture of a virtual environment observed by a target virtual object, the virtual environment comprising a bonus draw prop configured to provide at least two bonus resources to the target virtual object, and the at least two bonus resources comprising a skill resource;

an obtaining module, configured to draw a teleportation skill from the at least two bonus resources in response to the target virtual object being within an interactive distance range of the bonus draw prop, wherein

the display module is configured to display, in response to determining that a skill display condition is met, a teleportation skill control element used for triggering the teleportation skill, the skill display condition comprising a state condition corresponding to the target virtual object, and the state condition comprises that an energy value of the target

virtual object is less than an energy threshold, wherein the teleportation skill control element is displayed in response to the energy value of the target virtual object being initially reduced to the energy threshold; and

a movement module, configured to move the target virtual object from a first position to a second position in response to receiving a trigger operation for the teleportation skill control element, the first position being a position of the target virtual object within the virtual environment when the trigger operation is received, and the second position being a position that is randomly determined within the virtual environment.

10. The apparatus according to claim 9, wherein the skill display condition comprises an environmental condition, and the environmental condition corresponds to the virtual environment;

the environmental condition indicates that a quantity of hostile virtual objects in a subregion of the virtual environment is greater than a quantity threshold, and the subregion of the virtual environment is obtained by dividing the virtual environment according to the position of the target virtual object.

11. The apparatus according to claim 9, wherein the skill display condition comprises a environmental condition; and

the display module is configured to display the teleportation skill control element in response to a quantity of hostile virtual objects in the virtual environment reaching a quantity threshold.

12. A computer device, comprising: a processor and a memory, the memory storing at least one instruction, at least one program, a code set or an instruction set, the at least one instruction, the at least one program, the code set or the instruction set being loaded and executed by the processor to implement the virtual object control method according to any one of claims 1 to 8.

13. A computer-readable storage medium, storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by a processor, to implement the virtual object control method according to any one of claims 1 to 8.