CLAIMS

1. A prop synthesis method performed by an electronic device, comprising:

displaying a prop list of a target account in a display interface displaying a virtual game scene, wherein the prop list comprises prop icons of props obtained by the target account;

displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, wherein the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state;

determining a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and displaying synthesis progress information for synthesizing the target synthetic prop; and

canceling the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed;

wherein the determining a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and displaying synthesis progress information for synthesizing the target synthetic prop comprises:

determining that the focus position of the touch focus is located on an operation trajectory of the drag operation in a case that a touch focus of the drag operation is detected;

determining that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation in a case that it is detected that the touch focus on the operation trajectory disappears, and determining a synthetic prop corresponding to the second prop that overlaps with the operation trajectory endpoint as the target synthetic prop; and

displaying a prop icon of the target synthetic prop, and displaying the synthesis progress information on the prop icon of the target synthetic prop, and

the method further comprises: displaying prop description information corresponding to the target synthetic prop in a case that it is determined that the focus position of the touch focus is located on the operation trajectory of the drag operation and the dwell duration of the touch focus at the focus position is greater than the target duration; and hiding the prop description information corresponding to the displayed target synthetic prop in a case that it is determined that the

disappearance position of the touch focus is the operation trajectory endpoint of the drag operation.

2. The method according to claim 1, wherein the canceling the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed comprises:

determining to trigger the cancel operation in response to a tap operation performed on the prop icon of the target synthetic prop in a case that the synthesis progress information indicates that the synthesis is not completed; and

canceling the synthetic processing of the target synthetic prop, and restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions.

3. The method according to claim 2, wherein the restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions comprises:

redisplaying the prop icon of the second prop for synthesizing the target synthetic prop in the prop list in a case that the second prop for synthesizing the target synthetic prop is a prop in the prop list of the target account; and

reequipping the second prop for synthesizing the target synthetic prop on the target virtual character in a case that the second prop for synthesizing the target synthetic prop is a prop equipped by a target virtual character in the virtual game scene.

4. The method according to claim 1, wherein after displaying synthesis progress information for synthesizing the target synthetic prop, the method further comprises:

displaying animation prompt information of the synthesized target synthetic prop in a case that the synthesis progress information indicates that the synthesis is completed.

5. The method according to claim 1, wherein the displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list comprises:

displaying the preview prop icon of the synthetic prop matched with the second prop in the prop list in response to the drag operation performed on the prop icon of the first prop, wherein the prop allowed to be synthesized with the first prop in the prop list is determined as the second prop in the candidate synthesis state, the prop icon of the first prop and the prop icon of the second prop have a same display style, and the preview prop icon of the synthetic prop and the prop icon of the first prop have different display styles; and

determining the synthetic prop matched with the first target prop as the target synthetic prop in

a case that the operation trajectory endpoint of the drag operation overlaps with a first target prop in the second props in the candidate synthesis state.

6. The method according to claim 1, wherein the displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list comprises:

displaying the preview prop icon of the synthetic prop matched with the second prop equipped by the virtual character in a prompt region corresponding to each virtual character in the virtual game scene in response to the drag operation performed on the prop icon of the first prop, wherein the prop equipped by the virtual character, allowed to be synthesized with the first prop, is determined as the second prop in the candidate synthesis state; and

determining the second prop equipped by the reference virtual character as a second target prop in a case that the operation trajectory endpoint of the drag operation overlaps with a reference virtual character, and determining the synthetic prop matched with the second target prop as the target synthetic prop.

7. The method according to any one of claims 1 to 6, wherein the displaying the synthesis progress information on the prop icon of the target synthetic prop comprises one of the following:

displaying a circular progress bar matched with the synthesis progress information on the prop icon of the target synthetic prop;

displaying a sector-shaped highlighted region matched with the synthesis progress information on the prop icon of the target synthetic prop;

displaying a synthesis progress percentage matched with the synthesis progress information on the prop icon of the target synthetic prop; and

displaying a countdown of the completion of synthesis of the target synthetic prop, matched with the synthesis progress information, on the prop icon of the target synthetic prop.

8. A prop synthesis apparatus, comprising:

a first display unit, configured to display a prop list of a target account in a display interface displaying a virtual game scene, wherein the prop list comprises prop icons of props obtained by the target account;

a second display unit, configured to display a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, wherein the synthetic prop is a prop obtained by synthesizing the first prop

with a second prop in a candidate synthesis state;

a third display unit, configured to determine a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and display synthesis progress information for synthesizing the target synthetic prop; and

a synthetic unit, configured to cancel the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed,

wherein the third display unit is further configured to determine that the focus position of the touch focus is located on an operation trajectory of the drag operation in a case that a touch focus of the drag operation is detected; determine that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation in a case that it is detected that the touch focus on the operation trajectory disappears, and determine a synthetic prop corresponding to the second prop that overlaps with the operation trajectory endpoint as the target synthetic prop; and display a prop icon of the target synthetic prop, and display the synthesis progress information on the prop icon of the target synthetic prop, and

display prop description information corresponding to the target synthetic prop in a case that it is determined that the focus position of the touch focus is located on the operation trajectory of the drag operation and the dwell duration of the touch focus at the focus position is greater than the target duration; and hide the prop description information corresponding to the displayed target synthetic prop in a case that it is determined that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation.

9. The apparatus according to claim 8, wherein the apparatus further comprises:

a synthesis canceling unit, configured to determine to trigger the cancel operation in response to a tap operation performed on the prop icon of the target synthetic prop in a case that the synthesis progress information indicates that the synthesis is not completed; and cancel the synthetic processing of the target synthetic prop, and restore and store the first prop and the second prop for synthesizing the target synthetic prop to original positions.

10. The apparatus according to claim 9, wherein the synthesis canceling unit is further configured to redisplay the prop icon of the second prop for synthesizing the target synthetic prop in the prop list in a case that the second prop for synthesizing the target synthetic prop is a prop in the prop list of the target account; and reequip the second prop for synthesizing the target synthetic prop on the target virtual character in a case that the second prop for synthesizing the target synthetic

prop is a prop equipped by a target virtual character in the virtual game scene.

11. The apparatus according to claim 8, wherein the third display unit is further configured to display animation prompt information of the synthesized target synthetic prop in a case that the synthesis progress information indicates that the synthesis is completed.

12. The apparatus according to claim 8, wherein the second display unit is further configured to display the preview prop icon of the synthetic prop matched with the second prop in the prop list in response to the drag operation performed on the prop icon of the first prop, wherein the prop allowed to be synthesized with the first prop in the prop list is determined as the second prop in the candidate synthesis state, the prop icon of the first prop and the prop icon of the second prop have a same display style, and the preview prop icon of the synthetic prop and the prop icon of the first prop have different display styles; and determine the synthetic prop matched with the first target prop as the target synthetic prop in a case that the operation trajectory endpoint of the drag operation overlaps with a first target prop in the second props in the candidate synthesis state.

13. The apparatus according to claim 8, wherein the second display unit is further configured to display the preview prop icon of the synthetic prop matched with the second prop equipped by the virtual character in a prompt region corresponding to each virtual character in the virtual game scene in response to the drag operation performed on the prop icon of the first prop, wherein the prop equipped by the virtual character, allowed to be synthesized with the first prop, is determined as the second prop in the candidate synthesis state; and determine the second prop equipped by the reference virtual character as a second target prop in a case that the operation trajectory endpoint of the drag operation overlaps with a reference virtual character, and determine the synthetic prop matched with the second target prop as the target synthetic prop.

14. A computer-readable storage medium comprising a computer-readable instruction, wherein the computer-readable instruction is executed by a processor to implement the method according to any one of claims 1 to 7.

15. A computer program product or a computer program, wherein the computer program product or the computer program comprises a computer-readable instruction, the computer-readable instruction is stored in a computer-readable storage medium, and a processor reads and executes the computer-readable instruction from the computer-readable storage medium to implement the operations of the method according to any one of claims 1 to 7.

16. An electronic device, comprising a memory and a processor, wherein the memory stores a computer-readable instruction, and the processor is configured to implement the method according

to any one of claims 1 to 7 through the computer-readable instruction.