CLAIMS

What is claimed is:

1. A method for determining a target virtual object, performed by a terminal, the method comprising:

determining a target search range corresponding to a target skill of a controlled virtual object in response to a trigger operation for the target skill, the controlled virtual object being a virtual object controlled by a user;

obtaining, in response to that there are at least two first virtual objects in the target search range, at least one second virtual object that satisfies a defeated condition from the at least two first virtual objects, the first virtual object and the controlled virtual object belonging to different object sets, the defeated condition indicating whether virtual health points of the first virtual object reach a preset threshold after the target skill is performed on the first virtual object; and

obtaining, from the at least one second virtual object, a third virtual object that satisfies a target hit condition set by the user, and taking the third virtual object as a target virtual object to be hit by the target skill,

wherein determining the target search range corresponding to the target skill comprises:

obtaining a first screen position and a second screen position in response to a drag operation performed on a trigger option of the target skill, the first screen position being a start position, and the second screen position being an end position;

determining a first scene position corresponding to the target skill in a virtual scene according to the first screen position and the second screen position, the first scene position being a central position of the target search range; and

determining the target search range according to the first scene position, a current second scene position of the controlled virtual object, and skill range information of the target skill, the skill range information comprising a skill casting range parameter and a skill search range parameter.

2. The method according to claim 1, wherein obtaining the at least one second virtual object that satisfies the defeated condition from the at least two first virtual objects comprises:

performing the following processing on any one of the at least two first virtual objects:

obtaining at least one damage type corresponding to the target skill;

accumulating a damage value corresponding to the at least one damage type, to obtain a total

damage value; and

determining, in response to that the total damage value is greater than current virtual health points of the first virtual object, the first virtual object as the second virtual object that satisfies the defeated condition.

3. The method according to claim 1, wherein determining the first scene position corresponding to the target skill in the virtual scene according to the first screen position and the second screen position comprises:

determining first position information according to the first screen position, the second screen position, and a third screen position corresponding to a screen center, the first position information being used for indicating a direction of the first scene position relative to the second scene position;

determining second position information according to the first screen position, the second screen position, drag range information of the trigger option of the target skill, and the skill range information of the target skill, the second position information being used for indicating a distance between the first scene position and the second scene position; and

determining the first scene position according to the second scene position, the first position information, and the second position information.

4. The method according to claim 1, further comprising: after determining the target search range corresponding to the target skill,

obtaining a target filtering condition corresponding to the target skill; and

determining, from the target search range, a first virtual object that satisfies the target filtering condition.

5. The method according to claim 1, further comprising: before obtaining the at least one second virtual object that satisfies the defeated condition from the at least two first virtual objects,

obtaining, from the at least two first virtual objects in response to that none of the at least two first virtual objects satisfies the defeated condition, the third virtual object that satisfies the target hit condition set by the user, and taking the third virtual object as the target virtual object to be hit by the target skill.

6. The method according to claim 1, further comprising: after determining the target search range corresponding to the target skill,

determining, in response to that there is only one first virtual object in the target search range corresponding to the target skill, the first virtual object as the target virtual object.

7. An apparatus for determining a target virtual object, comprising:

a range determining module, configured to determine a target search range corresponding to a target skill of a controlled virtual object in response to a trigger operation for the target skill, the controlled virtual object being a virtual object controlled by a user;

a first object obtaining module, configured to obtain, in response to that there are at least two first virtual objects in the target search range, at least one second virtual object that satisfies a defeated condition from the at least two first virtual objects, the first virtual object and the controlled virtual object belonging to different object sets, the defeated condition indicating whether virtual health points of the first virtual object reach a preset threshold after the target skill is performed on the first virtual object; and

a second object obtaining module, configured to obtain, from the at least one second virtual object, a third virtual object that satisfies a target hit condition set by the user, and take the third virtual object as a target virtual object to be hit by the target skill,

wherein the range determining module comprises:

a position obtaining unit, configured to obtain a first screen position and a second screen position in response to a drag operation performed on a trigger option of the target skill, the first screen position being a start position, and the second screen position being an end position;

a position determining unit, configured to determine a first scene position corresponding to the target skill in a virtual scene according to the first screen position and the second screen position, the first scene position being a central position of the target search range; and

a range determining unit, configured to determine the target search range according to the first scene position, a current second scene position of the controlled virtual object, and skill range information of the target skill, the skill range information comprising a skill casting range parameter and a skill search range parameter.

8. The apparatus according to claim 7, wherein the first object obtaining module is configured to perform the following processing on any one of the at least two first virtual objects: obtaining at least one damage type corresponding to the target skill; accumulating a damage value corresponding to the at least one damage type, to obtain a total damage value; and determining, in response to that the total damage value is greater than current virtual health points of the first virtual object, the first virtual object as the second virtual object that satisfies the defeated condition.

9. The apparatus according to claim 7, wherein the position determining unit is configured to: determine first position information according to the first screen position, the second screen

position, and a third screen position corresponding to a screen center, the first position information being used for indicating a direction of the first scene position relative to the second scene position; determine second position information according to the first screen position, the second screen position, drag range information of the trigger option of the target skill, and the skill range information of the target skill, the second position information being used for indicating a distance between the first scene position and the second scene position; and determine the first scene position according to the second scene position, the first position information, and the second position information.

10. The apparatus according to claim 7, further comprising:

a condition obtaining module, configured to obtain a target filtering condition corresponding to the target skill; and

a third object obtaining module, configured to determine, from the target search range, a first virtual object that satisfies the target filtering condition.

11. The apparatus according to claim 7, wherein the second object obtaining module is further configured to obtain, from the at least two first virtual objects in response to that none of the at least two first virtual objects satisfies the defeated condition, the third virtual object that satisfies the target hit condition set by the user, and take the third virtual object as the target virtual object to be hit by the target skill.

12. A terminal, comprising one or more processors and one or more memories, the one or more memories storing at least one piece of program code, the at least one piece of program code being loaded and executed by the one or more processors to implement the operations performed in the method for determining a target virtual object according to any one of claims 1 to 6.

13. A storage medium, storing at least one piece of program code, the at least one piece of program code being loaded and executed by a processor to implement the operations performed in the method for determining a target virtual object according to any one of claims 1 to 6.