CLAIMS

What is claimed is:

1. A method for displaying a pre-ordered prop, performed by a terminal, the method comprising:

displaying a process of performing actions in a virtual environment by a virtual character;

updating an existing virtual resource of the virtual character after the virtual character completes the actions; and

displaying, in the virtual environment where the virtual character completes the actions and in response to satisfying a pre-order reminder condition, all or a part of pre-ordered props with an entry control as a reference position, wherein a redemption resource for at least one of the pre-ordered props is higher than the existing virtual resource of the virtual character, the entry control is a control related to purchase of a virtual prop for the virtual character, the pre-ordered props are to-be-redeemed virtual props set before or during a battle,

wherein the pre-order reminder condition comprises a difference between the redemption resource and the existing virtual resource for one of the at least one of the pre-ordered props being less than a threshold.

2. The method according to claim 1, wherein the displaying, in the virtual environment where the virtual character completes the actions and in response to satisfying a pre-order reminder condition, all or a part of pre-ordered props with an entry control as a reference position comprises:

displaying, in response to a difference between each of redemption resources respectively corresponding to n pre-ordered props in a pre-ordered prop list of the virtual character and the existing virtual resource being less than the threshold, the n pre-ordered props on the virtual environment picture with the entry control as the reference position, n being a positive integer.

3. The method according to claim 1, wherein the pre-order reminder condition further comprises: a pre-order trigger operation being detected.

4. The method according to claim 3, wherein the displaying, in the virtual environment where the virtual character completes the actions and in response to a pre-order trigger operation, all or a part of the pre-ordered props with the entry control as the reference position comprises:

displaying, in response to a first trigger operation performed on the entry control, m unpurchased pre-ordered props in a pre-ordered prop list on the virtual environment picture with the entry control as the reference position, m being a positive integer, wherein

the first trigger operation is different from a second trigger operation, and the second trigger operation is an operation performed on the entry control to trigger display of a prop mall interface.

5. The method according to any one of claims 1 to 4, wherein the displaying, in the virtual environment where the virtual character completes the actions and in response to a pre-order trigger operation, all or a part of pre-ordered props with an entry control as a reference position comprises:

displaying the pre-ordered props at peripheral positions of the entry control on the virtual environment picture; or

sequentially displaying at least two pre-ordered props on the virtual environment picture with the entry control as a head of a line; or

sequentially displaying at least two pre-ordered props on the virtual environment picture with the entry control as a head of a column; or

circumferentially displaying at least two pre-ordered props on the virtual environment picture with the entry control as a central position.

6. The method according to any one of claims 1 to 4, wherein there are at least two pre-ordered props, and the method further comprises:

adjusting, in response to a position adjustment operation triggered on a first pre-ordered prop of the at least two pre-ordered props, a ranking position of the first pre-ordered prop in the at least two pre-ordered props; or

exchanging, in response to a position adjustment operation triggered on a first pre-ordered prop and a second pre-ordered prop of the at least two pre-ordered props, ranking positions of the first pre-ordered prop and the second pre-ordered prop in the at least two pre-ordered props.

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

redeeming a target pre-ordered prop for the virtual character in response to the existing virtual resource being higher than a redemption resource for the target pre-ordered prop, wherein

the target pre-ordered prop is a pre-ordered prop ranked first in the at least two pre-ordered props.

8. The method according to any one of claims 1 to 4, wherein

an icon of the pre-ordered prop and a difference corresponding to the pre-ordered prop are displayed on the pre-ordered prop, and the difference corresponding to the pre-ordered prop is a difference between the existing virtual resource of the virtual character and a redemption resource for the pre-ordered prop.

9. The method according to any one of claims 1 to 4, further comprising:

canceling the display of the pre-ordered prop in response to a display cancel operation; or

canceling the display of the pre-ordered prop in a case that a display duration of the pre-ordered prop reaches a preset duration.

10. An apparatus for displaying a pre-ordered prop, comprising:

a display module, configured to display a process of performing actions in a virtual environment by a virtual character; and

an update module, configured to update an existing virtual resource of the virtual character after the virtual character completes the actions, wherein

the display module is further configured to display, in the virtual environment where the virtual character completes the actions and in response to satisfying a pre-order reminder condition, all or a part of pre-ordered props with an entry control as a reference position, wherein a redemption resource for at least one of the pre-ordered props is higher than the existing virtual resource of the virtual character, the entry control is a control related to purchase of a virtual prop for the virtual character, the pre-ordered props are to-be-redeemed virtual props set before or during a battle,

wherein the pre-order reminder condition comprises a difference between the redemption resource and the existing virtual resource for one of the at least one of the pre-ordered props being less than a threshold.

11. The apparatus according to claim 10, wherein

the display module is further configured to display, in the virtual environment where the virtual character completes the actions and in response to a difference between each of redemption resources respectively corresponding to n pre-ordered props in a pre-ordered prop list of the virtual character and the existing virtual resource being less than the threshold, the n pre-ordered props on the virtual environment picture with the entry control as the reference position, n being a positive integer.

12. The apparatus according to claim 11, wherein the pre-order reminder condition further comprises: a pre-order trigger operation being detected.

13. The apparatus according to claim 14, wherein

the display module is further configured to display, in the virtual environment where the virtual character completes the actions and in response to a first trigger operation performed on the entry control, m unpurchased pre-ordered props in a pre-ordered prop list with the entry control as the reference position, m being a positive integer, wherein the first trigger operation is different from a

second trigger operation, and the second trigger operation is an operation performed on the entry control to trigger display of a prop mall interface.

14. The apparatus according to any one of claims 10 to 13, wherein

the display module is further configured to: display, in the virtual environment where the virtual character completes the actions and in response to a first trigger operation performed on the entry control, the pre-ordered props at peripheral positions of the entry control on the virtual environment picture; or sequentially display at least two pre-ordered props on the virtual environment picture with the entry control as a head of a line; or sequentially display at least two pre-ordered props on the virtual environment picture with the entry control as a head of a column; or circumferentially display at least two pre-ordered props on the virtual environment picture with the entry control as a central position.

15. The apparatus according to any one of claims 10 to 13, wherein

in a case that there are at least two pre-ordered props, the display module is further configured to: adjust, in response to a position adjustment operation triggered on a first pre-ordered prop of the at least two pre-ordered props, a ranking position of the first pre-ordered prop in the at least two pre-ordered props; or exchange, in response to a position adjustment operation triggered on a first pre-ordered prop and a second pre-ordered prop of the at least two pre-ordered props, ranking positions of the first pre-ordered prop and the second pre-ordered prop in the at least two pre-ordered props.

16. 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 perform the method for displaying a pre-ordered prop according to any one of claims 1 to 9.

17. A computer-readable storage medium, storing at least one program code, the at least one program code being loaded and executed by a processor to perform the method for displaying a pre-ordered prop according to any one of claims 1 to 9.

18. A computer program product, comprising a computer program or instructions, the computer program or the instructions being executed by a processor to perform the method for displaying a pre-ordered prop according to any one of claims 1 to 9.