CLAIMS

What is claimed is:

1. An interactive scenario implementation method, performed by a computer device, characterized by the method comprising:

displaying a game scenario structure interface, the game scenario structure interface comprising several readable game scenario blocks that a player has played, each game scenario block corresponding to one or more game scenarios, and each readable game scenario block having corresponding game scenario path data stored;

receiving a scenario skipping instruction triggered by the player through the game scenario structure interface;

determining, according to the scenario skipping instruction, a skip-origin game scenario block and a destination readable game scenario block that needs to be skipped to, wherein the destination readable game scenario block has corresponding target game scenario path data comprising a target game scenario path stored;

updating, upon determining that the skip-origin game scenario block is located on the target game scenario path and determining that skip-origin game scenario path data of the skip-origin game scenario block and the target game scenario path data have connectivity in game logic, the target game scenario path data according to the skip-origin game scenario path data; and

entering a game scenario corresponding to the destination readable game scenario block through the game scenario structure interface according to updated target game scenario path data.

2. The interactive scenario implementation method according to claim 1, characterized in that the skip-origin game scenario path data comprises a skip-origin game logic parameter; and the target game scenario path data further comprises a target game logic parameter; and

the determining that skip-origin game scenario path data stored in the skip-origin game scenario block and the target game scenario path data have connectivity in game logic comprises:

comparing the skip-origin game logic parameter with the target game logic parameter, to obtain a comparison result;

determining, according to the comparison result, whether the skip-origin game logic parameter and the target game logic parameter are connected in the game logic; and

determining, when the skip-origin game logic parameter and the target game logic parameter

are connected, that the skip-origin game scenario path data and the target game scenario path data have connectivity in the game logic.

3. The interactive scenario implementation method according to claim 2, characterized in that the skip-origin game logic parameter comprises a player game parameter corresponding to the player when reaching the skip-origin game scenario block, and the target game logic parameter comprises a parameter judgment condition corresponding to the player game parameter; and

the comparing the skip-origin game logic parameter with the target game logic parameter comprises:

comparing the player game parameter with the parameter judgment condition, to determine whether the player game parameter meets the parameter judgment condition.

4. The interactive scenario implementation method according to claim 1, characterized in that the determining that the skip-origin game scenario block is located on the target game scenario path comprises:

finding an intersection of the target game scenario path and a skip-origin game scenario path, to obtain an intersection game scenario block; and

determining, when the intersection game scenario block comprises the skip-origin game scenario block, that the skip-origin game scenario block is located on the target game scenario path.

5. The interactive scenario implementation method according to claim 1, characterized in that the updating the target game scenario path data according to the skip-origin game scenario path data comprises:

constructing, according to the skip-origin game scenario path data and the target game scenario path data, new game scenario path data on reaching a destination game scenario block from the skip-origin game scenario block; and

updating the target game scenario path data according to the new game scenario path data.

6. The interactive scenario implementation method according to claim 5, characterized in that the skip-origin game scenario path data comprises a skip-origin game scenario path and a skip-origin game logic parameter; and the target game scenario path data further comprises a target game logic parameter; and

the constructing, according to the skip-origin game scenario path data and the target game scenario path data, new game scenario path data on reaching a destination game scenario block from the skip-origin game scenario block comprises:

constructing, according to the skip-origin game scenario path and the target game scenario path, a new game scenario path of reaching the destination game scenario block; and

inheriting the skip-origin game logic parameter based on the target game logic parameter, to obtain a new game logic parameter as the new game scenario path data.

7. The interactive scenario implementation method according to claim 1, characterized by further comprising:

entering, when determining that the skip-origin game scenario block is located on the target game scenario path, a game scenario corresponding to the destination readable game scenario block according to the target game scenario path data.

8. The interactive scenario implementation method according to claim 1, characterized by further comprising:

entering, when determining that skip-origin game scenario path data and the target game scenario path data have no connectivity in the game logic, a game scenario corresponding to the destination readable game scenario block according to the target game scenario path data.

9. The interactive scenario implementation method according to claim 1, characterized in that the displaying a game scenario structure interface comprises:

receiving a scenario structure display instruction triggered by the player through a game interface; and

displaying the game scenario structure interface in response to the scenario structure display instruction.

10. The interactive scenario implementation method according to claim 1, characterized in that the displaying a game scenario structure interface comprises:

reading a current game scenario path upon receiving a scenario structure display instruction, and reading, from a readable game scenario block, a historical game scenario path corresponding to the player when reaching the readable game scenario block;

drawing the current game scenario path and the historical game scenario path in the game scenario structure interface; and

displaying the game scenario structure interface after the drawing.

11. The interactive scenario implementation method according to claim 10, characterized in that the drawing the current game scenario path and the historical game scenario path in the game

scenario structure interface comprises:

connecting game scenario blocks on the current game scenario path in series in the game scenario structure interface by using a first line; and

connecting game scenario blocks on the historical game scenario path in series in the game scenario structure interface by using a second line.

12. The interactive scenario implementation method according to claim 1, characterized in that, together with a game scenario block in the game scenario structure interface, corresponding scenario digest information is displayed.

13. The interactive scenario implementation method according to claim 1, characterized in that current game progress information of the player is further displayed on the game scenario structure interface.

14. The interactive scenario implementation method according to claim 1, characterized by further comprising: updating, in a game process when entering a game scenario corresponding to a readable game scenario block, game scenario path data of the readable game scenario block stored, based on current game scenario path data corresponding to the player when reaching the readable game scenario block.

15. An interactive scenario implementation apparatus, characterized by comprising:

a display unit, configured to display a game scenario structure interface, the game scenario structure interface comprising several readable game scenario blocks that a player has played, each game scenario block corresponding to one or more game scenarios, and each readable game scenario block having corresponding game scenario path data stored;

an instruction receiving unit, configured to receive a scenario skipping instruction triggered by the player through the game scenario structure interface;

a scenario block determining unit, configured to determine, according to the scenario skipping instruction, a skip-origin game scenario block and a destination readable game scenario block that needs to be skipped to, wherein the destination readable game scenario block has corresponding target game scenario path data comprising a target game scenario path stored;

a data connectivity determining unit, configured to determine, when determining that the skip-origin game scenario block is located on the target game scenario path, whether skip-origin game scenario path data of the skip-origin game scenario block and the target game scenario path data have connectivity in game logic;

an update unit, configured to update, upon the data connectivity determining unit determines that the skip-origin game scenario path data and the target game scenario path data have connectivity in game logic, the target game scenario path data according to the skip-origin game scenario path data; and

a scenario processing unit, configured to enter a game scenario corresponding to the destination readable game scenario block through the game scenario structure interface according to updated target game scenario path data.

16. An interactive scenario implementation method, performed by a computer device, characterized by the method comprising:

receiving a scenario skipping instruction transmitted by a terminal through a game scenario structure interface; and

determining, according to the scenario skipping instruction, a skip-origin game scenario block and a destination readable game scenario block that needs to be skipped to, wherein the destination readable game scenario block has corresponding target game scenario path data comprising a target game scenario path stored;

updating, upon determining that the skip-origin game scenario block is located on the target game scenario path and determining that skip-origin game scenario path data stored in the skip-origin game scenario block and the target game scenario path data have connectivity in game logic, the target game scenario path data according to the skip-origin game scenario path data; and

delivering updated target game scenario path data to the terminal, the updated target game scenario path data causing the terminal to enter a game scenario corresponding to the destination readable game scenario block through the game scenario structure interface.

17. An interactive scenario implementation method, performed by a computer device, characterized by the method comprising:

displaying a game scenario structure interface, the game scenario structure interface comprising several readable game scenario blocks that a player has played, each game scenario block corresponding to one or more game scenarios, and each readable game scenario block having corresponding game scenario path data stored;

receiving a scenario skipping instruction triggered by the player through the game scenario structure interface, and transmitting the scenario skipping instruction to a server;

receiving, from the server, target game scenario path data updated according to skip-origin

game scenario path data, a skip-origin game scenario block being located on a target game scenario path, and skip-origin game scenario path data stored in the skip-origin game scenario block and the target game scenario path data having connectivity in game logic; and

entering a game scenario corresponding to the destination readable game scenario block through the game scenario structure interface according to updated target game scenario path data.

18. A storage medium, characterized by storing a plurality of instructions, the instructions being configured to be loaded by a processor, to perform the operations in the interactive scenario implementation method according to any one of claims 1 to 14, 16 and 17.

19. A computer device, characterized by comprising: a processor and a memory, the memory storing a plurality of instructions; and the processor loading the instructions from the memory, to perform the operations in the interactive scenario implementation method according to any one of claims 1 to 14, 16 and 17.