CLAIMS

What is claimed is:

1. A virtual object control method, performed by a terminal, the method comprising:

displaying a virtual battle interface, the virtual battle interface comprising n virtual objects and a function triggering control, the function triggering control being configured to trigger an attack function against the virtual object, n being a positive integer;

receiving a first trigger operation for the function triggering control; and

determining a first virtual object in the n virtual objects as an attack target based on operation information of the first trigger operation in response to the first trigger operation meeting an activation condition, the operation information being information obtained based on an activated target aiming function, the target aiming function being used for selecting the attack target for the attack function,

wherein the method further comprises:

determining that the first virtual object is in a lost state in response to the first virtual object meeting a loss condition, the loss condition comprising at least one of the following: the first virtual object being in a death state, the first virtual object being not in the virtual battle interface, or a distance between the first virtual object and a target virtual object being greater than a preset distance; and

keeping the first virtual object as the attack target in response to no other virtual object being determined as the attack target within a target duration in which the first virtual object is in the lost state.

2. The method according to claim 1, wherein determining the first virtual object in the n virtual objects as the attack target based on the operation information of the first trigger operation comprises:

displaying a target selection region in the virtual battle interface based on direction information of the first trigger operation, the direction information being a direction of a real-time touch point of the first trigger operation relative to a center point of the function triggering control; and

determining the first virtual object within the target selection region as the attack target in response to the first trigger operation ending.

3. The method according to claim 2, wherein

the target selection region is an arc-shaped region with a position of a target virtual object as a vertex, and a center line direction of the target selection region corresponds to the direction information;

or,

a relative direction between a center point of the target selection region and a position of a target virtual object corresponds to the direction information, and a distance between the center point of the target selection region and the position of the target virtual object corresponds to a distance between the real-time touch point and the center point of the function triggering control.

4. The method according to any one of claims 1 to 3, wherein the function triggering control comprises an activation region and an aiming region; and

determining the first virtual object in the n virtual objects as the attack target based on the operation information of the first trigger operation in response to the first trigger operation meeting the activation condition comprises:

determining the first virtual object as the attack target based on the operation information of the first trigger operation in response to an operation position of the first trigger operation being moved from the activation region to the aiming region.

5. The method according to any one of claims 1 to 3, further comprising: after the displaying the virtual battle interface,

determining m candidate virtual objects meeting a selection condition from the n virtual objects, m being a positive integer, and $m \leq n$;

displaying identifiers of the m candidate virtual objects;

receiving a selection signal for an identifier of a second virtual object in the m candidate virtual objects; and

determining the second virtual object as the attack target.

~~6. The method according to any one of claims 1 to 3, further comprising:~~

~~determining that the first virtual object is in a lost state in response to the first virtual object meeting a loss condition, the loss condition comprising at least one of the following: the first virtual object being in a death state, the first virtual object being not in the virtual battle interface, or a distance between the first virtual object and a target virtual object being greater than a preset distance; and~~

~~keeping the first virtual object as the attack target in response to no other virtual object being determined as the attack target within a target duration in which the first virtual object is in the lost state.~~

~~7~~6. The method according to any one of claims 1 to 3, further comprising: after determining the first virtual object in the n virtual objects as the attack target based on the operation information of the first trigger operation,

casting a skill to the attack target in response to receiving a trigger operation corresponding to a skill casting control.

~~8~~7. The method according to claim ~~7~~6, wherein casting the skill to the attack target in response to receiving the trigger operation corresponding to the skill casting control comprises:

obtaining skill attribute information corresponding to the skill casting control in response to receiving the trigger operation corresponding to the skill casting control, the skill attribute information comprising a skill casting rule; and

casting a skill to the attack target in response to the attack target meeting the skill casting rule.

~~9~~8. The method according to claim ~~8~~7, further comprising:

determining, in response to the attack target not meeting the skill casting rule, a second virtual object in the n virtual objects that meets both a selection condition and the skill casting rule as the attack target.

~~10~~9. The method according to any one of claims 1 to 3, further comprising: after determining the first virtual object in the n virtual objects as the attack target based on the operation information of the first trigger operation,

receiving a deselection signal corresponding to the first virtual object; and

canceling, based on the deselection signal, the determining of the first virtual object as the attack target.

~~11~~10. The method according to claim ~~10~~9, wherein receiving the deselection signal corresponding to the first virtual object comprises:

receiving a trigger operation corresponding to an identifier of the first virtual object;

or,

receiving a trigger operation corresponding to a target cancellation control;

or,

receiving a second trigger operation corresponding to the function triggering control.

~~12~~11. The method according to any one of claims 1 to 3, further comprising: after determining the first virtual object in the n virtual objects as the attack target based on the operation information of the first trigger operation,

highlighting an identifier of the first virtual object in the virtual battle interface;

or,

displaying, in the virtual battle interface, an association identifier used for indicating an association relationship between an identifier of the first virtual object and the first virtual object.

~~13~~12. An attack target determining apparatus, comprising:

an interface display module, configured to display a virtual battle interface, the virtual battle interface comprising n virtual objects and a function triggering control, the function triggering control being configured to trigger an attack function against the virtual object, n being a positive integer;

an operation receiving module, configured to receive a first trigger operation for the function triggering control; and

a target determining module, configured to determine a first virtual object in the n virtual objects as an attack target based on operation information of the first trigger operation in response to the first trigger operation meeting an activation condition, the operation information being information obtained based on a target aiming function, the target aiming function being used for selecting the attack target for the attack function,

wherein the target determining module is further configured to:

determine that the first virtual object is in a lost state in response to the first virtual object meeting a loss condition, the loss condition comprising at least one of the following: the first virtual object being in a death state, the first virtual object being not in the virtual battle interface, or a distance between the first virtual object and a target virtual object being greater than a preset distance; and

keep the first virtual object as the attack target in response to no other virtual object being determined as the attack target within a target duration in which the first virtual object is in the lost state.

~~14~~13. 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 method according to any one of claims 1 to ~~12~~11.

~~15~~14. 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 method according to any one of claims 1 to ~~12~~11.