

ABSTRACT

A method for controlling shooting performed with respect to a virtual object comprises: acquiring a locked region of a first virtual object; if a timed duration in which an aiming point of a second virtual object remains in the locked region reaches a target duration, displaying locking complete indication information at a location at which the aiming point is located in the locked region, the locking complete indication information indicating that locking of the first virtual object is complete; and if the aiming point is located within a hit region of the first virtual object, controlling the second virtual object to perform automatic shooting, wherein the size of the hit region is smaller than the size of the locked region.

Figure 2