

ABSTRACT

An interaction method and apparatus based on a flyable prop, an electronic device, and a storage medium belong to the field of computer technologies. The method is performed by an electronic device and comprises: in response to a release operation of a first virtual object for a virtual skill, creating a first flyable prop in a virtual scene, wherein the first flyable prop is associated with the virtual skill, and the first virtual object belongs to a first camp (1201); controlling the first flyable prop to move along a first flight trajectory, wherein the first flight trajectory is a trajectory that is determined on the basis of the release operation (1202); and when a second flyable prop is detected within a target range of the first flyable prop, controlling the first flyable prop to move along a second flight trajectory, wherein the second flyable prop is released by a second virtual object, and the second virtual object belongs to a second camp (1203). By means of the present application, the resource utilization rate of a flyable prop is increased, interaction modes based on a flyable prop are enriched, and the human-machine interaction efficiency is improved.

FIG. 12