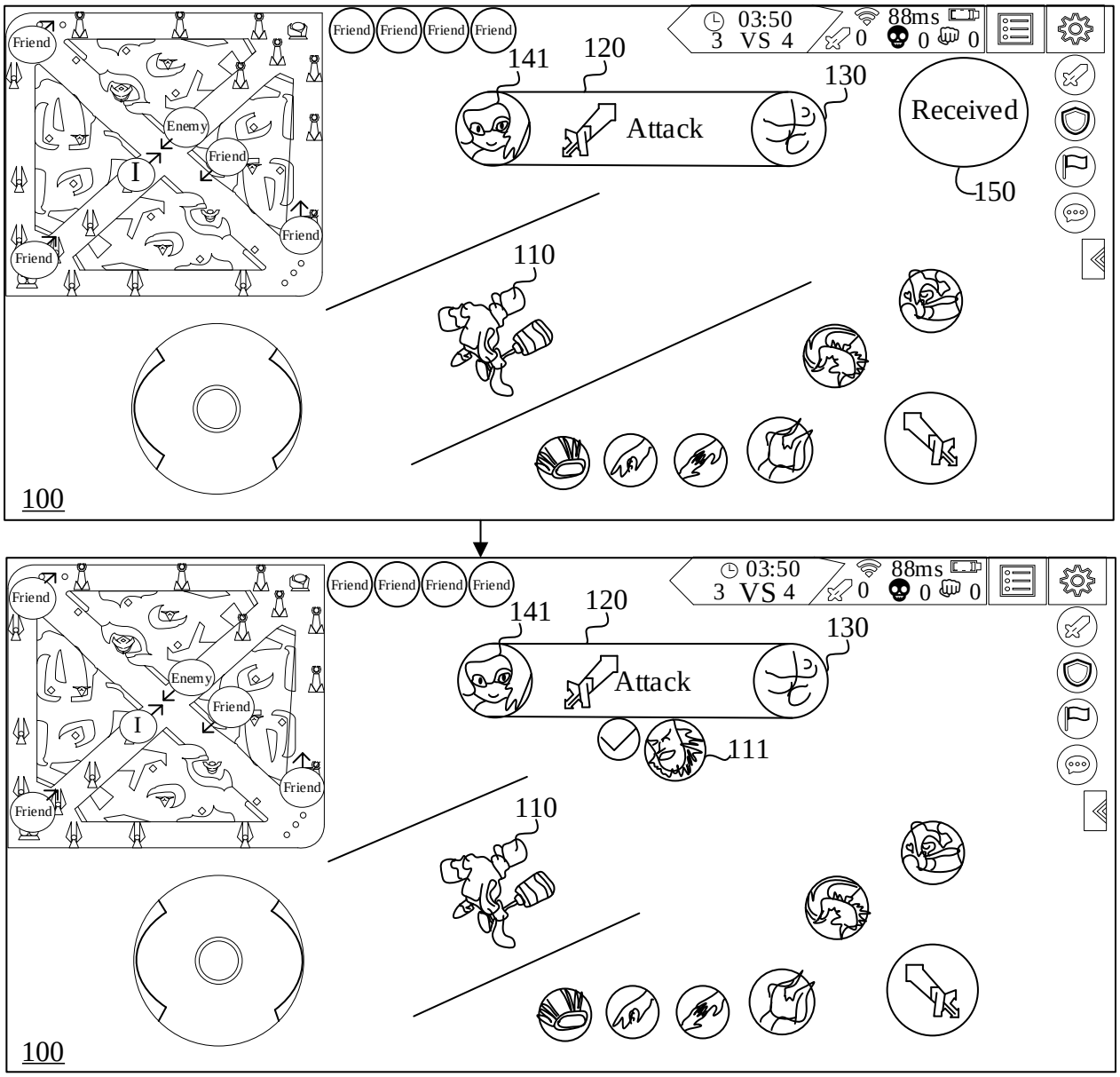

Friend
Friend
Friend
Friend
Friend
03:50
3 VS 4
88ms
0
0
0
Enemy
Friend
I
Friend
Friend
Friend
141
120
130
Attack
Received
150
110
100
111

FIG. 1

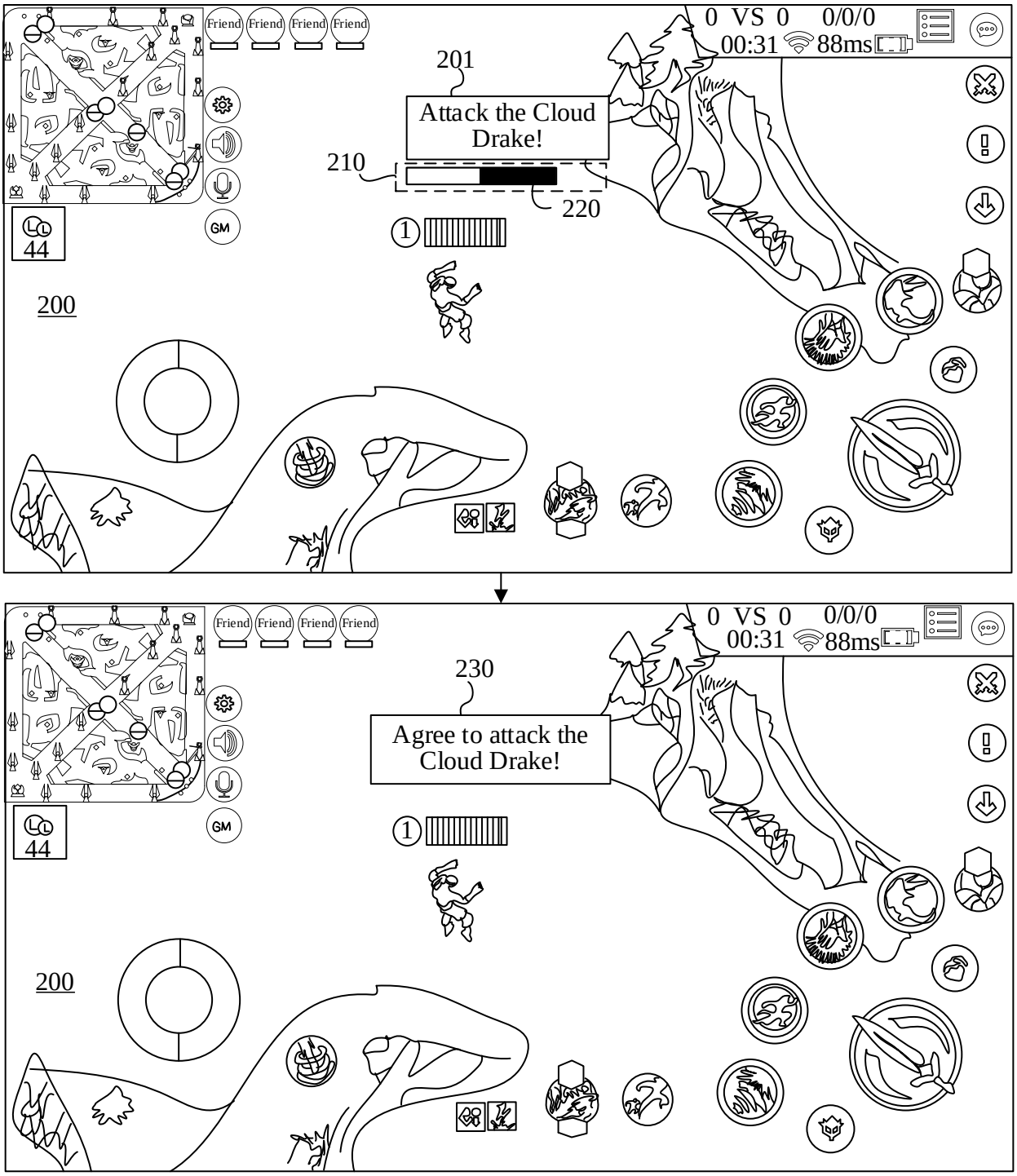

Friend
Friend
Friend
Friend
0 VS 0 0/0/0
00:31
88ms
201
Attack the Cloud Drake!
210
220
GM
44
200
230
Agree to attack the Cloud Drake!

FIG. 2

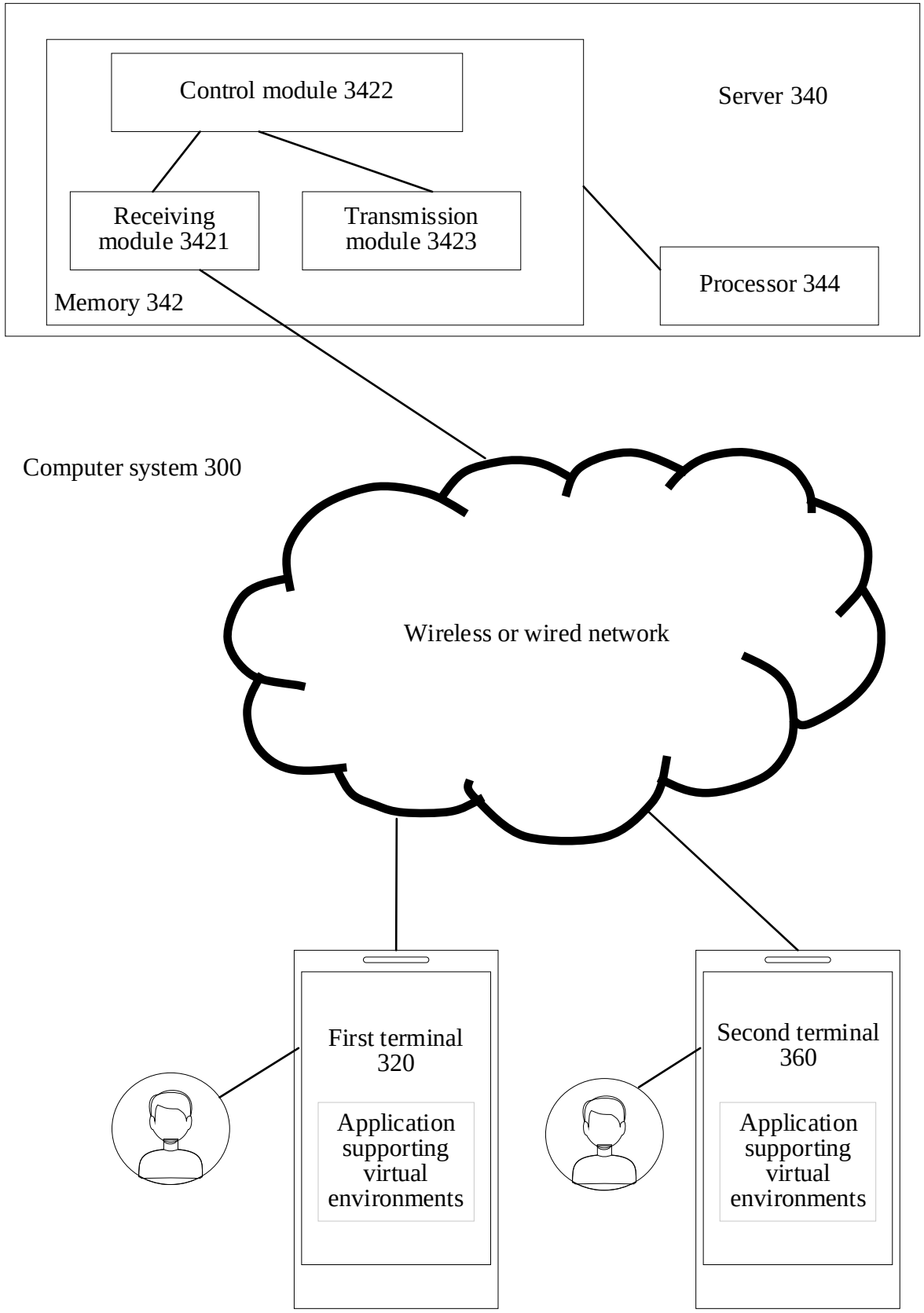

Control module 3422
Server 340
Receiving module 3421
Transmission module 3423
Processor 344
Memory 342
Computer system 300
Wireless or wired network
First terminal 320
Application supporting virtual environments
Second terminal 360
Application supporting virtual environments

FIG. 3

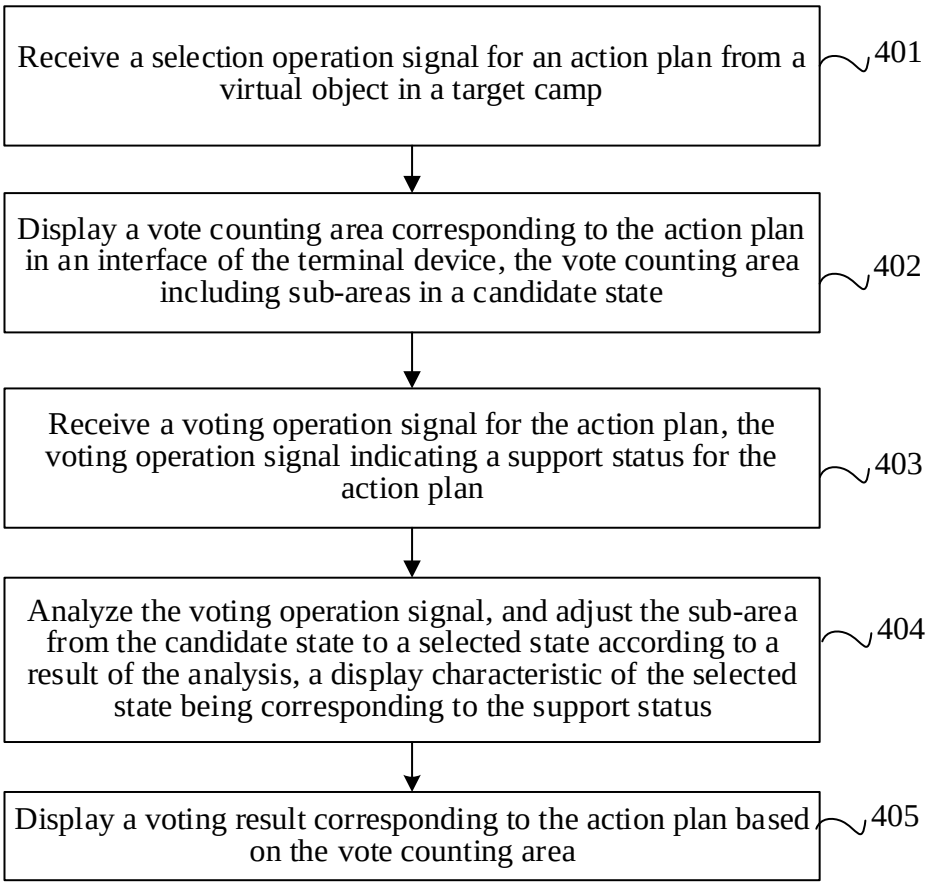

Receive a selection operation signal for an action plan from a virtual object in a target camp
401
Display a vote counting area corresponding to the action plan in an interface of the terminal device, the vote counting area including sub-areas in a candidate state
402
Receive a voting operation signal for the action plan, the voting operation signal indicating a support status for the action plan
403
Analyze the voting operation signal, and adjust the sub-area from the candidate state to a selected state according to a result of the analysis, a display characteristic of the selected state being corresponding to the support status
404
Display a voting result corresponding to the action plan based on the vote counting area
405

FIG. 4

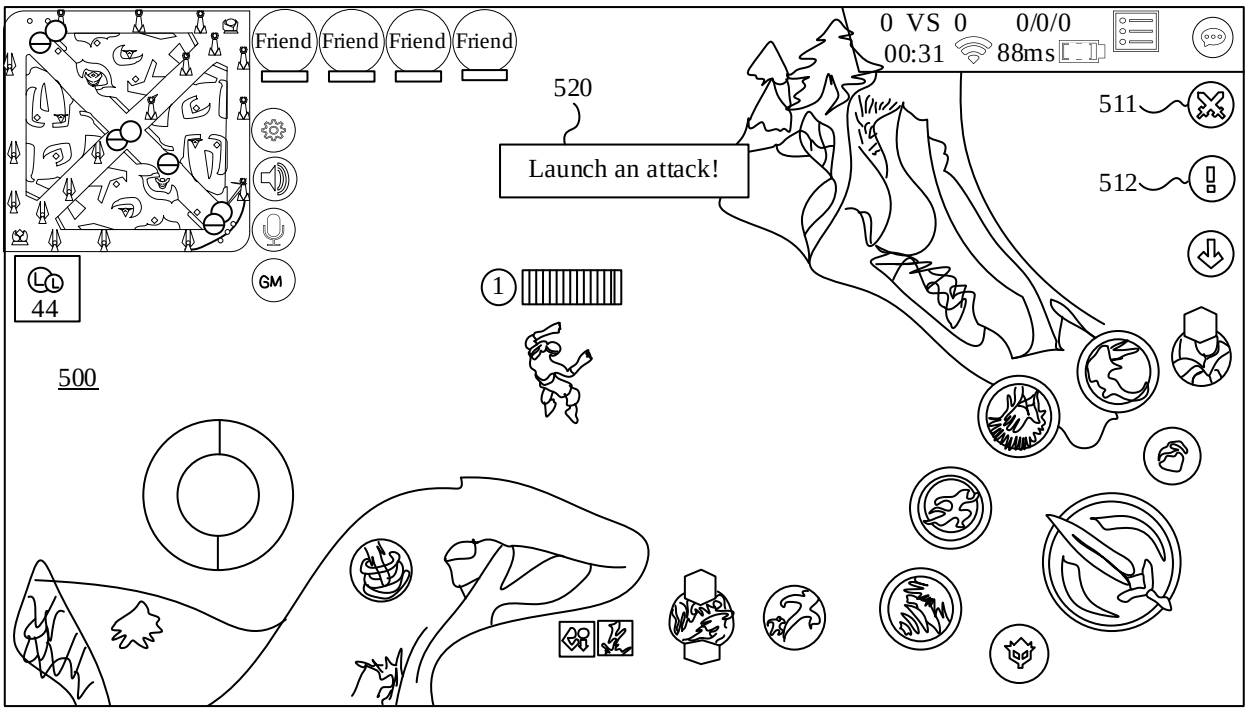

Friend
Friend
Friend
Friend
0 VS 0
0/0/0
00:31
88ms
520
Launch an attack!
511
512
GM
44
500
1

FIG. 5

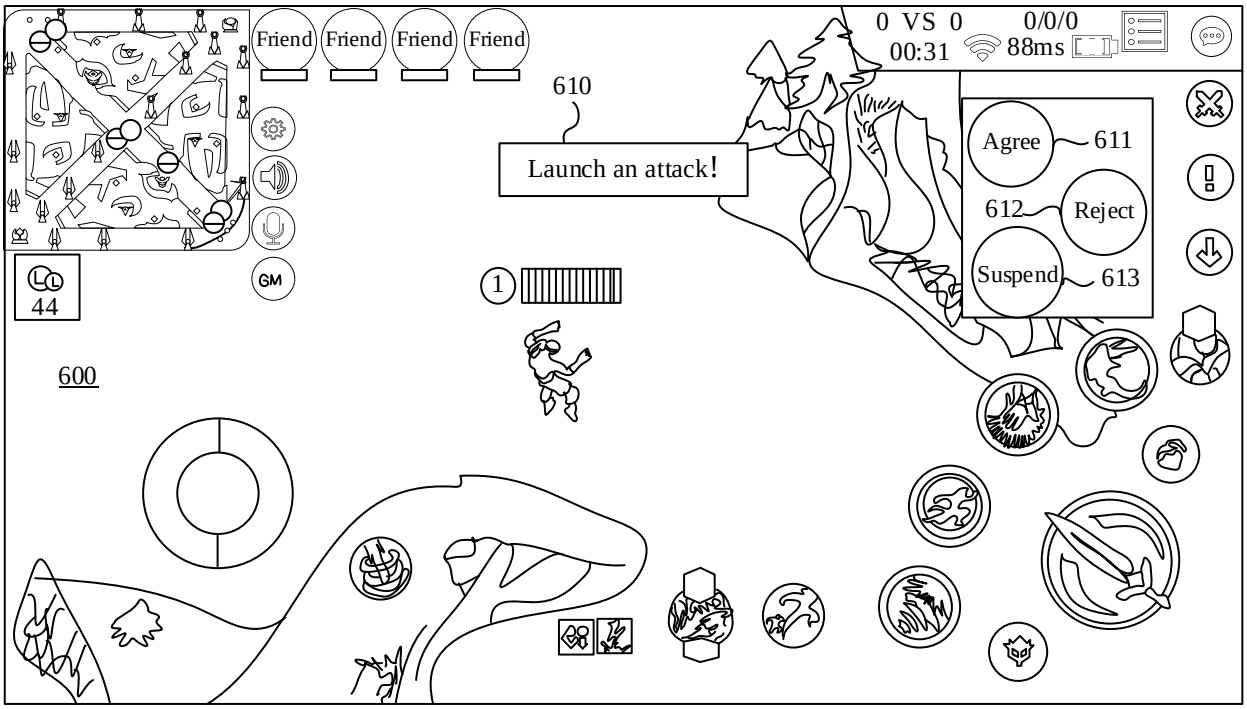

Friend
Friend
Friend
Friend
0 VS 0
00:31
0/0/0
88ms
610
Launch an attack!
Agree
611
612
Reject
Suspend
613
GM
44
600

FIG. 6

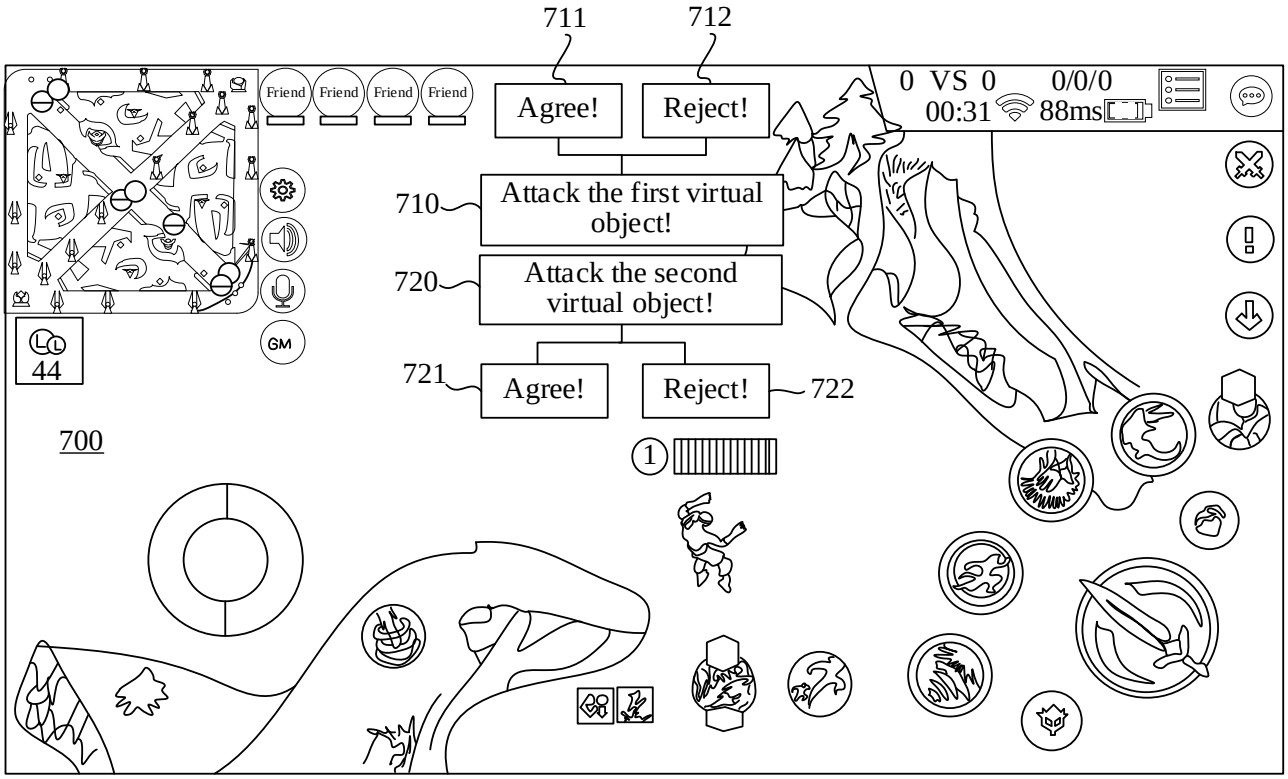

711
712
Friend
Friend
Friend
Friend
Agree!
Reject!
0 VS 0
00:31
0/0/0
88ms
710
Attack the first virtual object!
720
Attack the second virtual object!
721
Agree!
Reject!
722
GM
44
700

FIG. 7

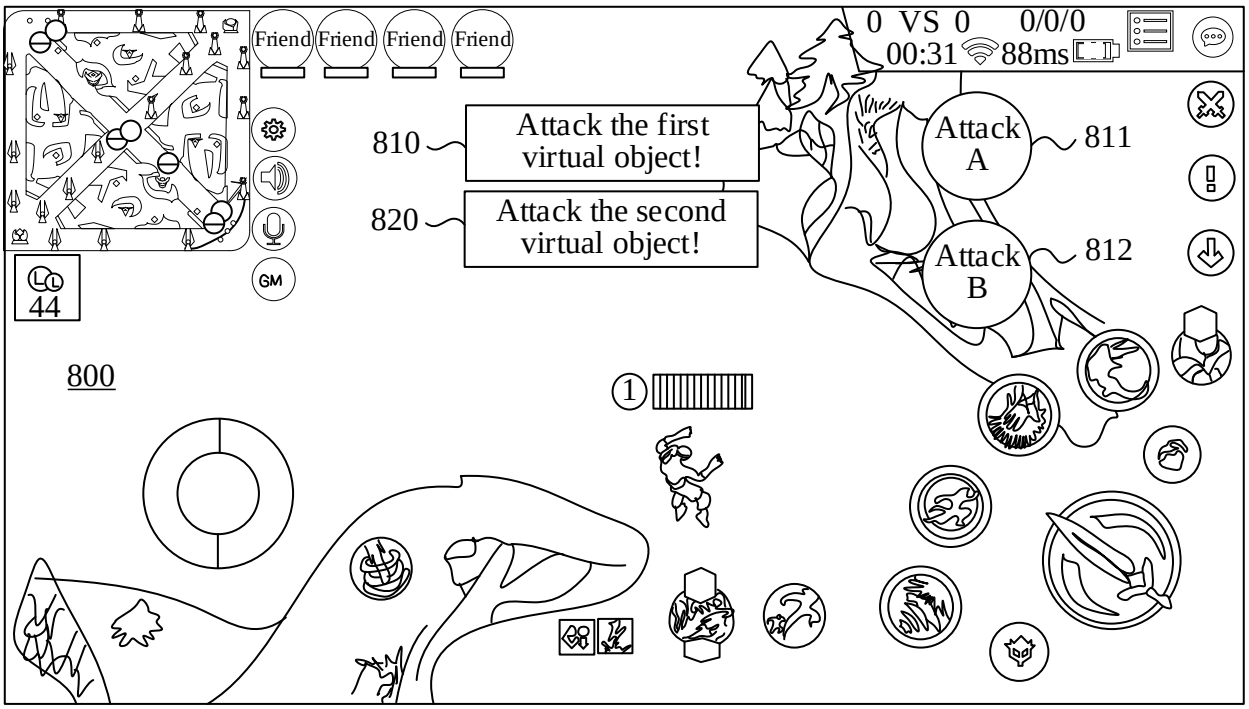

Friend
Friend
Friend
Friend
0 VS 0
0/0/0
00:31
88ms
Attack the first virtual object!
810
Attack the second virtual object!
820
Attack A
811
Attack B
812
GM
44
800
1

FIG. 8

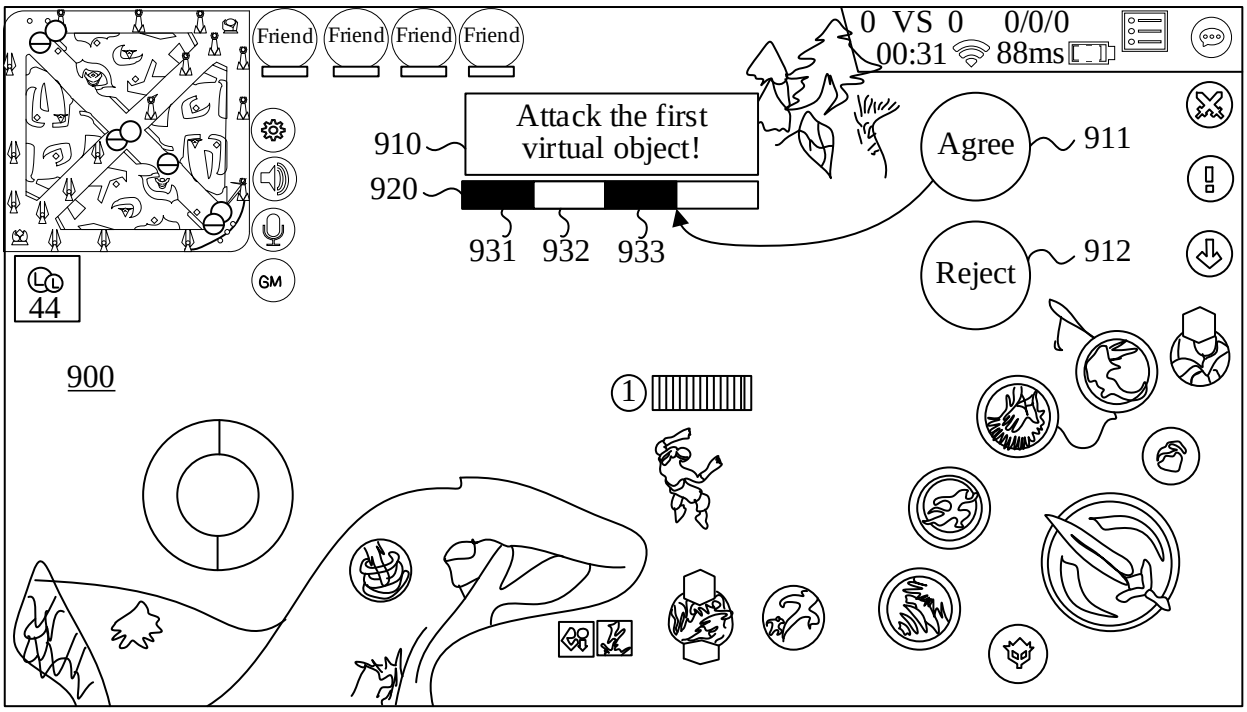

Friend
Friend
Friend
Friend
0 VS 0
0/0/0
00:31
88ms
Attack the first virtual object!
910
920
931
932
933
Agree
911
Reject
912
GM
44
900
1

FIG. 9

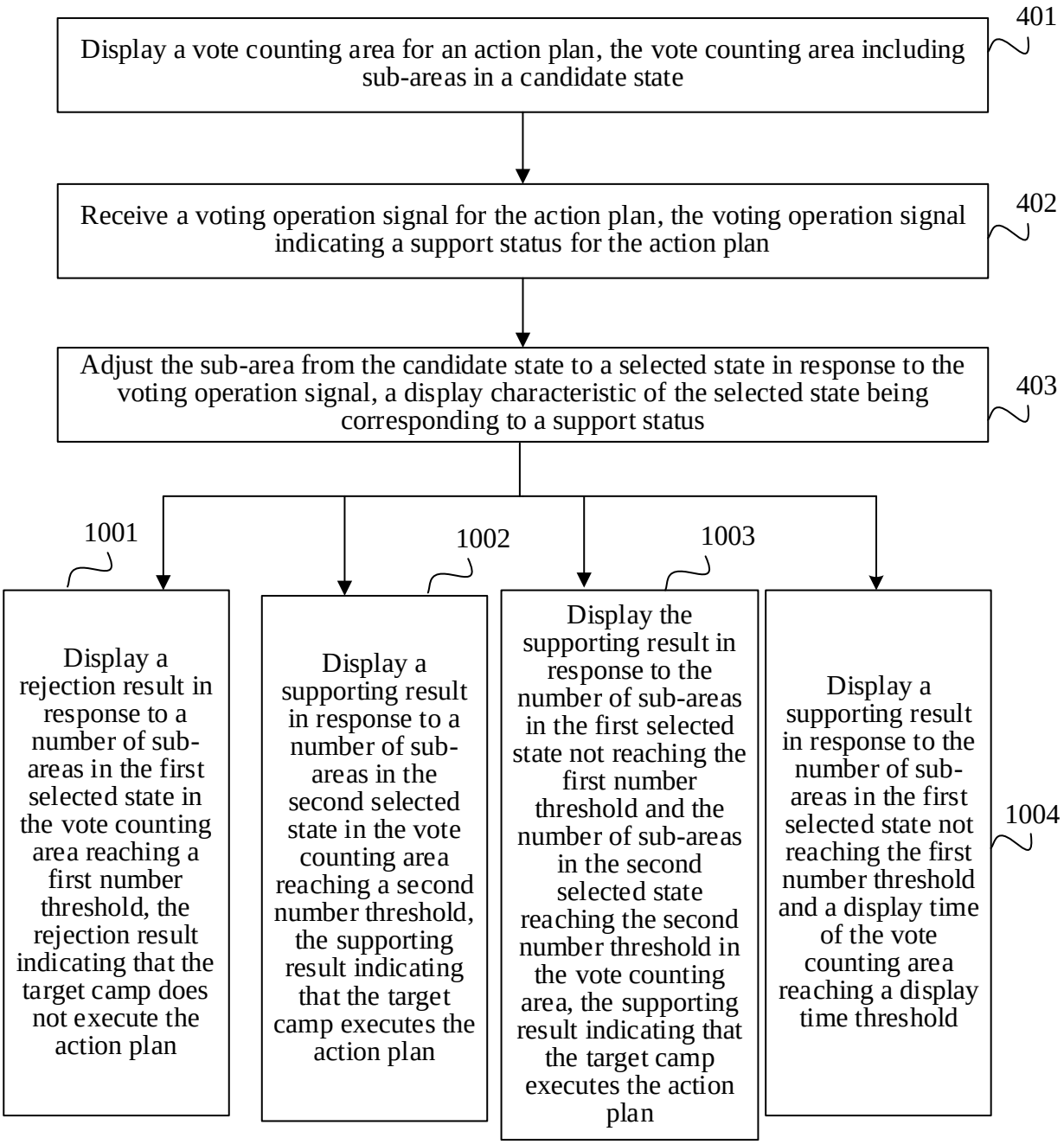

Display a vote counting area for an action plan, the vote counting area including sub-areas in a candidate state
401
Receive a voting operation signal for the action plan, the voting operation signal indicating a support status for the action plan
402
Adjust the sub-area from the candidate state to a selected state in response to the voting operation signal, a display characteristic of the selected state being corresponding to a support status
403
1001
Display a rejection result in response to a number of sub-areas in the first selected state in the vote counting area reaching a first number threshold, the rejection result indicating that the target camp does not execute the action plan
1002
Display a supporting result in response to a number of sub-areas in the second selected state in the vote counting area reaching a second number threshold, the supporting result indicating that the target camp executes the action plan
1003
Display the supporting result in response to the number of sub-areas in the first selected state not reaching the first number threshold and the number of sub-areas in the second selected state reaching the second number threshold in the vote counting area, the supporting result indicating that the target camp executes the action plan
Display a supporting result in response to the number of sub-areas in the first selected state not reaching the first number threshold and a display time of the vote counting area reaching a display time threshold
1004

FIG. 10

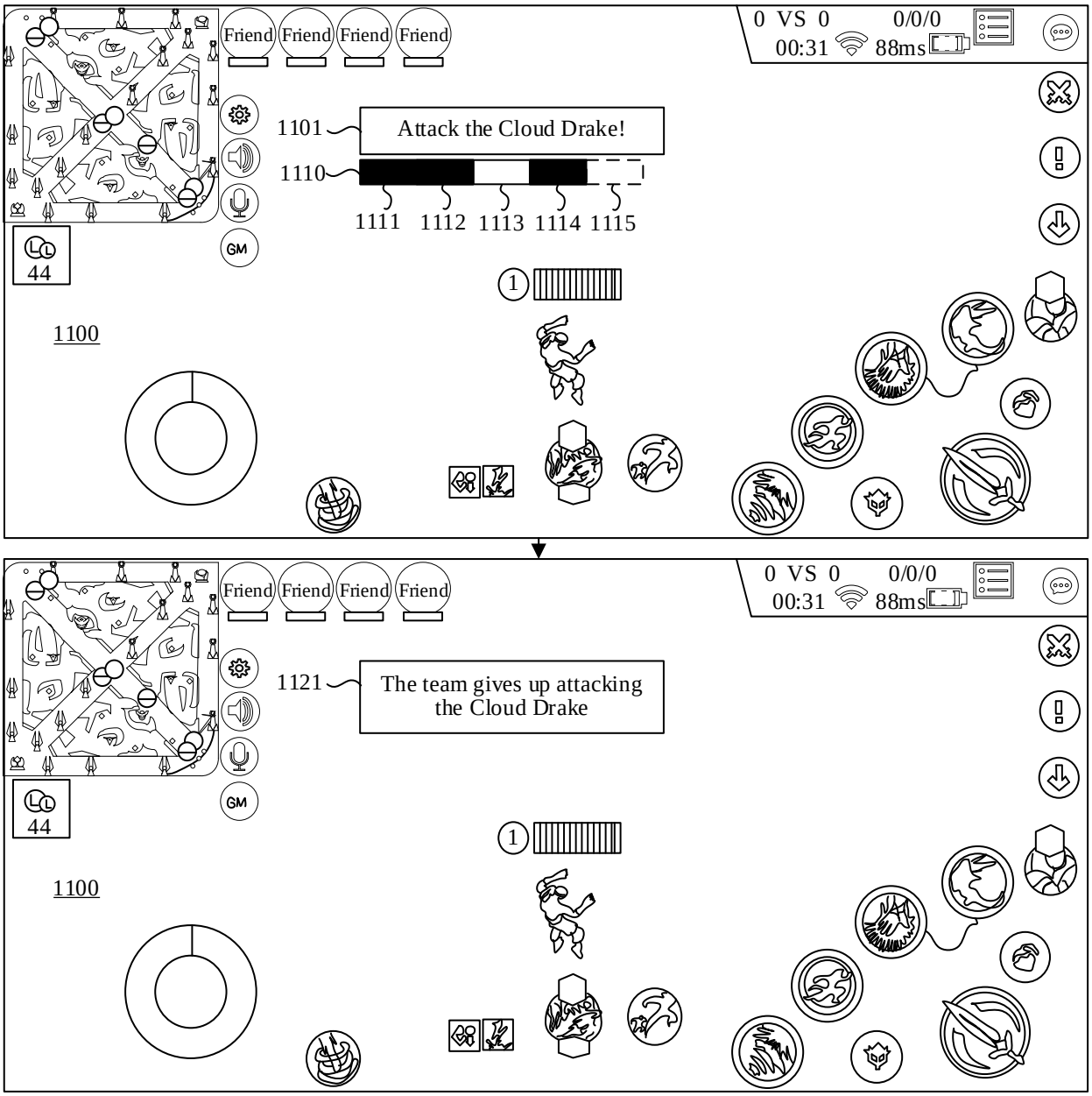

Friend
Friend
Friend
Friend
0 VS 0
0/0/0
00:31
88ms
1101
Attack the Cloud Drake!
1110
1111
1112
1113
1114
1115
GM
44
1100
1
Friend
Friend
Friend
Friend
0 VS 0
0/0/0
00:31
88ms
1121
The team gives up attacking the Cloud Drake
GM
44
1100
1

FIG. 11

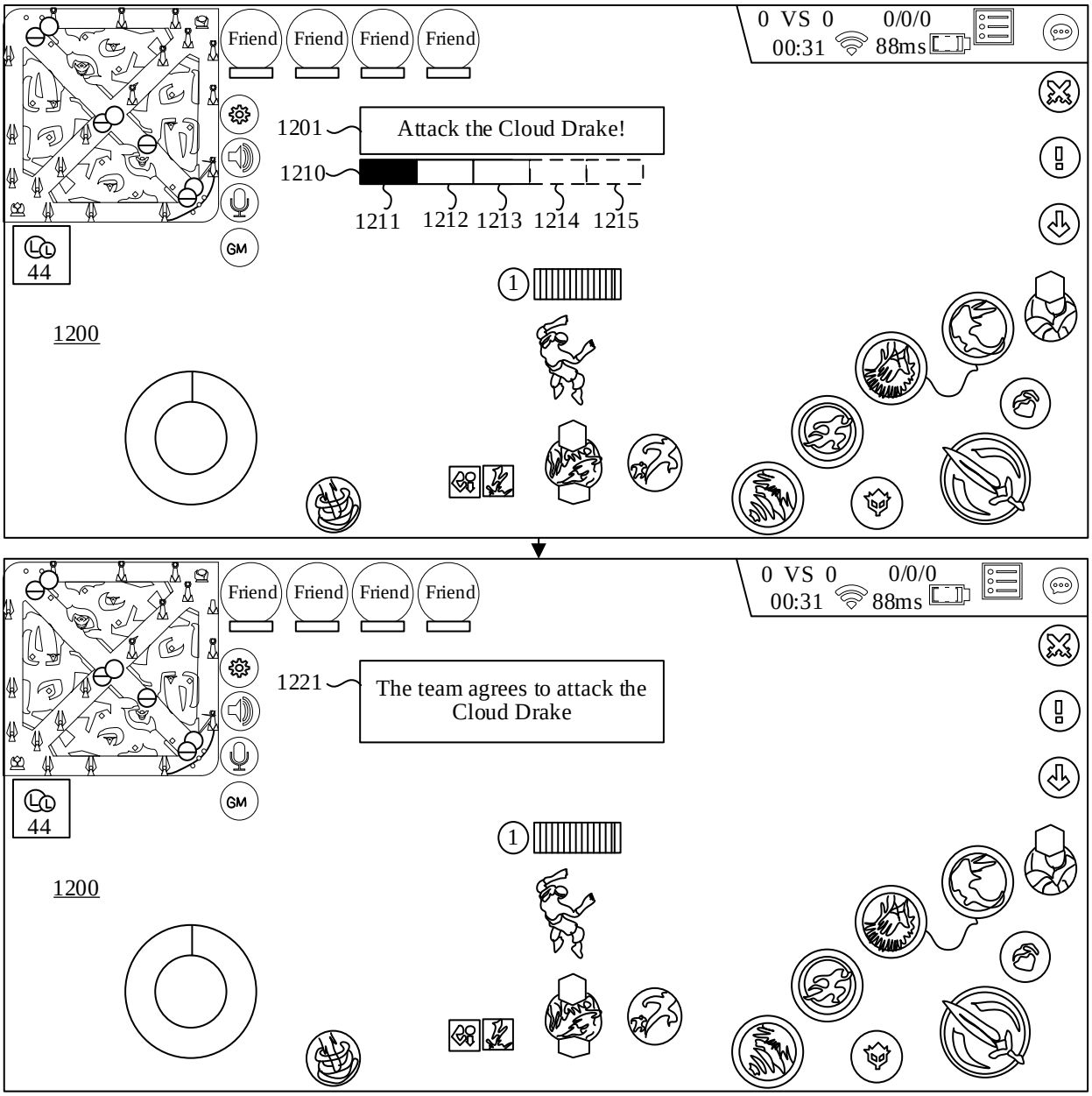

Friend
Friend
Friend
Friend
0 VS 0
0/0/0
00:31
88ms
1201
Attack the Cloud Drake!
1210
1211
1212
1213
1214
1215
GM
44
1200
1
Friend
Friend
Friend
Friend
0 VS 0
0/0/0
00:31
88ms
1221
The team agrees to attack the Cloud Drake
GM
44
1200
1

FIG. 12

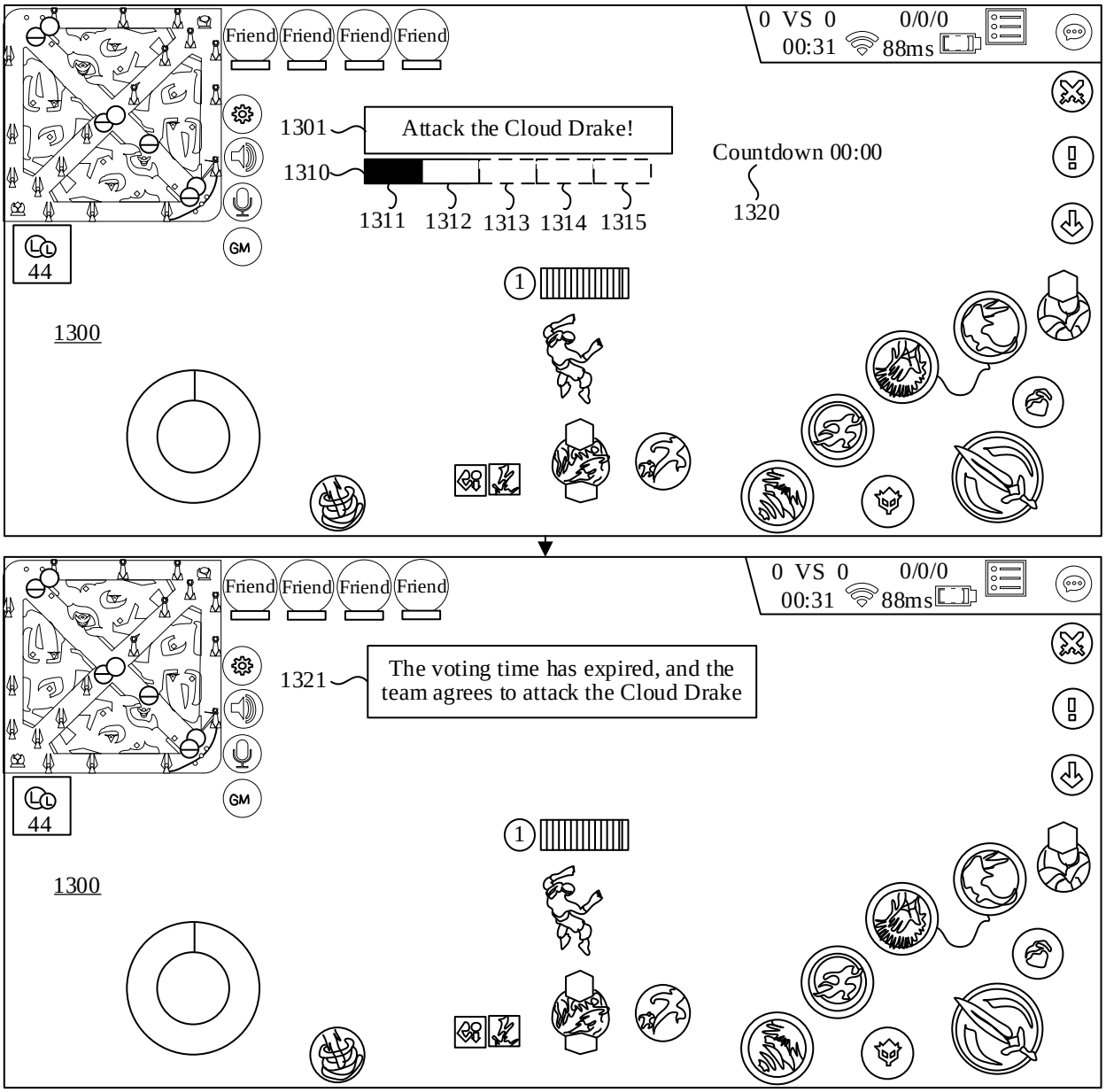

Friend
Friend
Friend
Friend
0 VS 0
00:31
0/0/0
88ms
1301
Attack the Cloud Drake!
1310
1311
1312
1313
1314
1315
Countdown 00:00
1320
GM
44
1300
1
Friend
Friend
Friend
Friend
0 VS 0
00:31
0/0/0
88ms
1321
The voting time has expired, and the team agrees to attack the Cloud Drake
GM
44
1300
1

FIG. 13

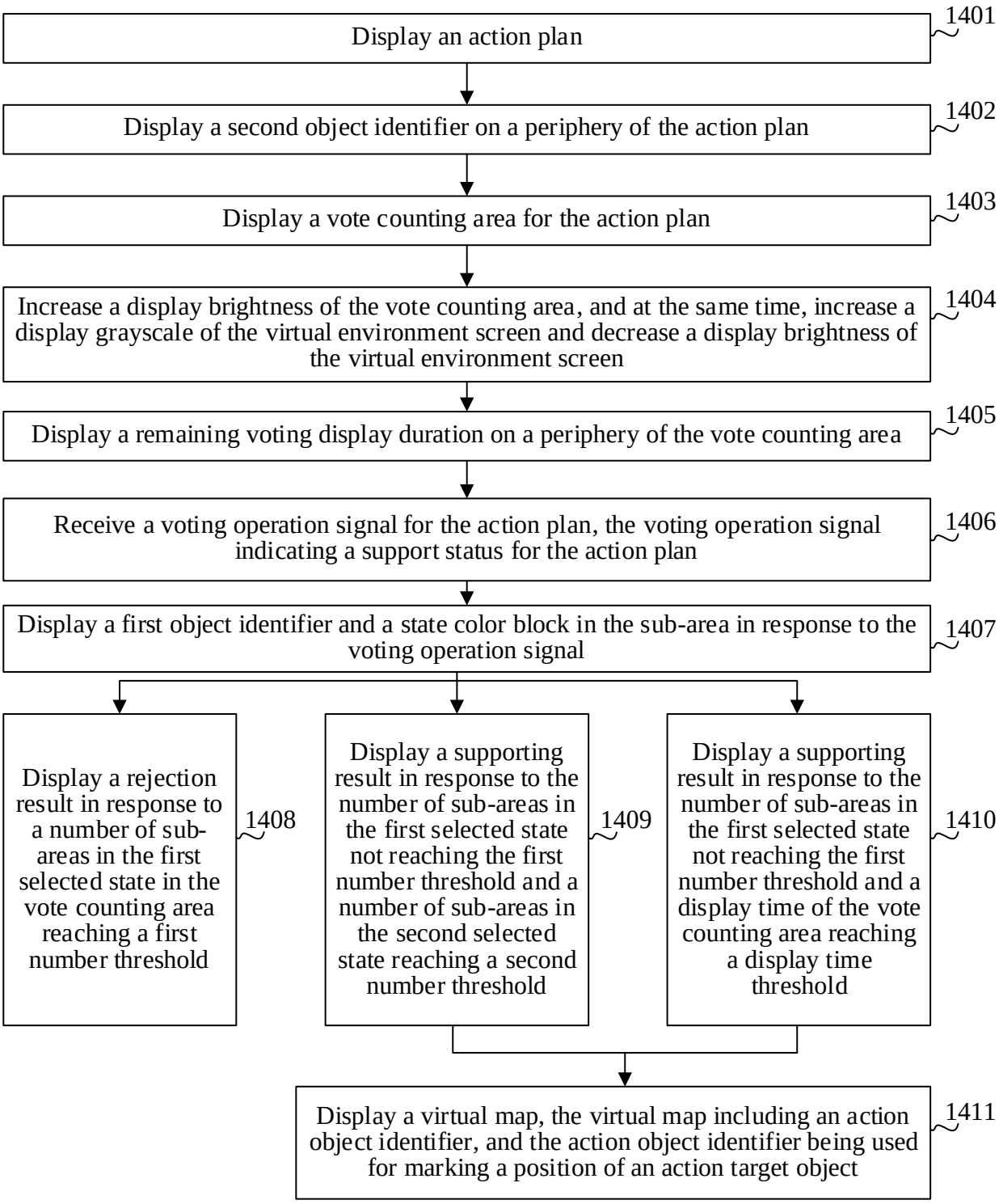

Display an action plan
1401
Display a second object identifier on a periphery of the action plan
1402
Display a vote counting area for the action plan
1403
Increase a display brightness of the vote counting area, and at the same time, increase a display grayscale of the virtual environment screen and decrease a display brightness of the virtual environment screen
1404
Display a remaining voting display duration on a periphery of the vote counting area
1405
Receive a voting operation signal for the action plan, the voting operation signal indicating a support status for the action plan
1406
Display a first object identifier and a state color block in the sub-area in response to the voting operation signal
1407
Display a rejection result in response to a number of sub-areas in the first selected state in the vote counting area reaching a first number threshold
1408
Display a supporting result in response to the number of sub-areas in the first selected state not reaching the first number threshold and a number of sub-areas in the second selected state reaching a second number threshold
1409
Display a supporting result in response to the number of sub-areas in the first selected state not reaching the first number threshold and a display time of the vote counting area reaching a display time threshold
1410
Display a virtual map, the virtual map including an action object identifier, and the action object identifier being used for marking a position of an action target object
1411

FIG. 14

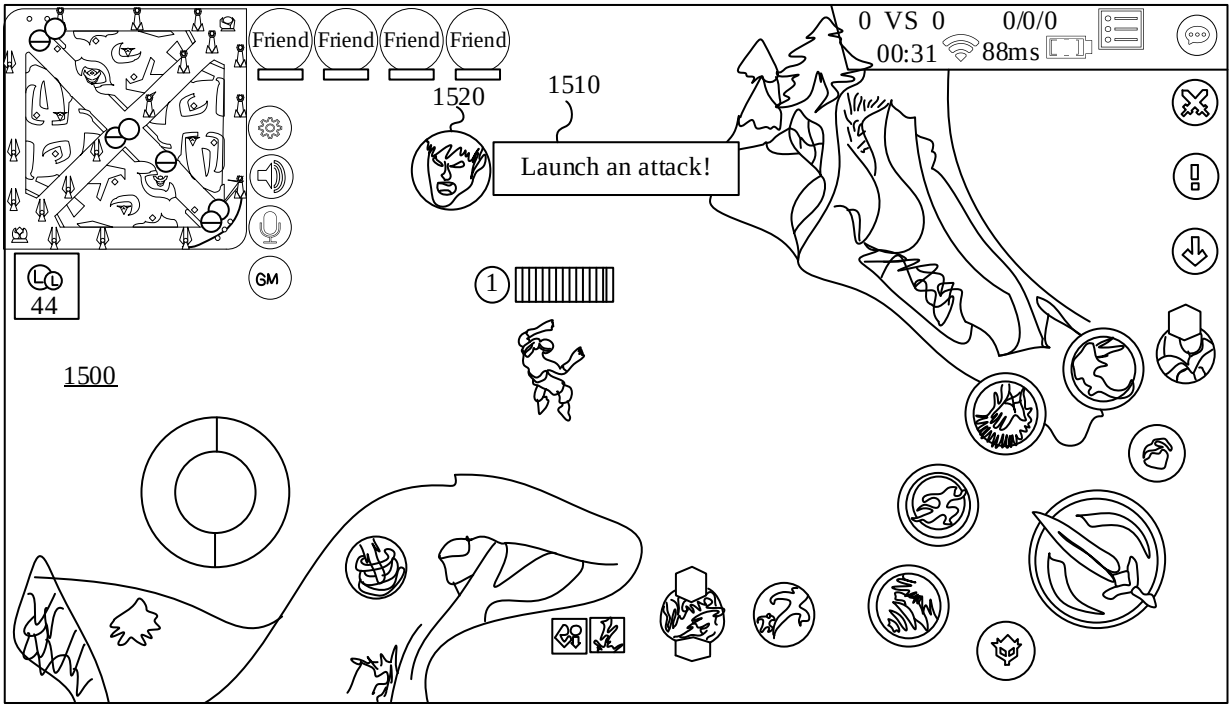

Friend
Friend
Friend
Friend
0 VS 0
0/0/0
00:31
88ms
1520
1510
Launch an attack!
GM
44
1
1500

FIG. 15

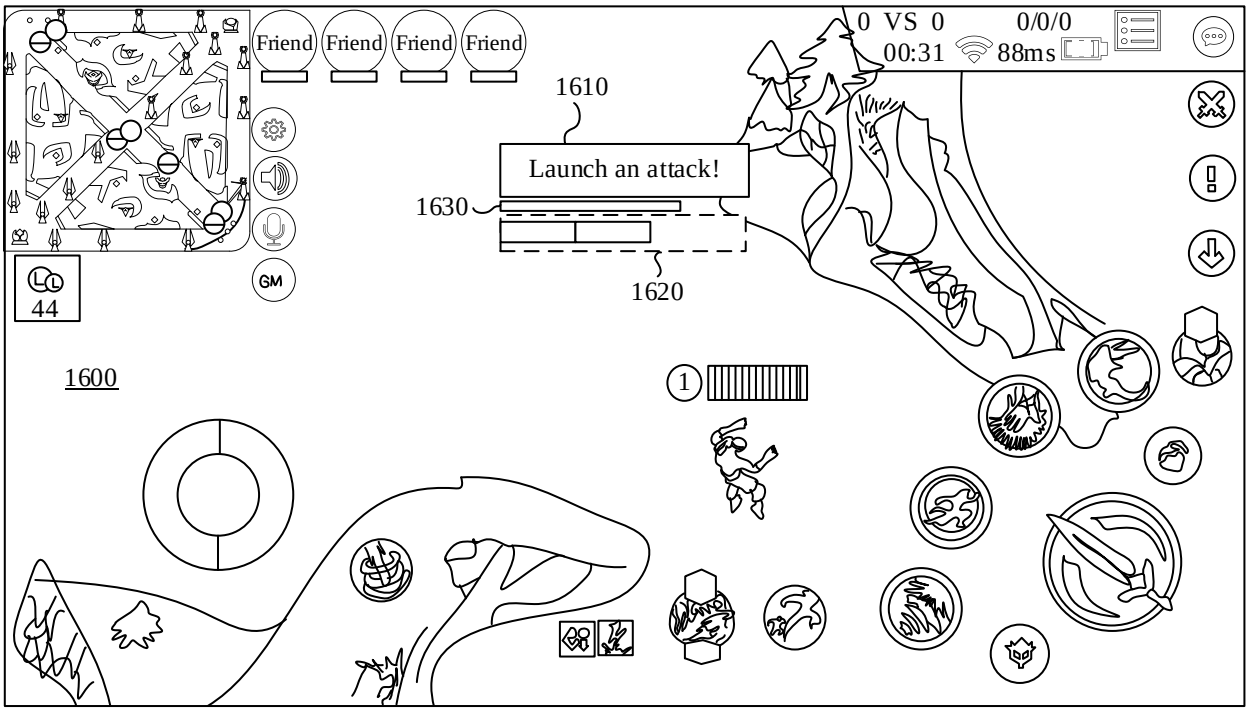

Friend
Friend
Friend
Friend
0 VS 0
0/0/0
00:31
88ms
1610
Launch an attack!
1630
1620
GM
44
1600
1

FIG. 16

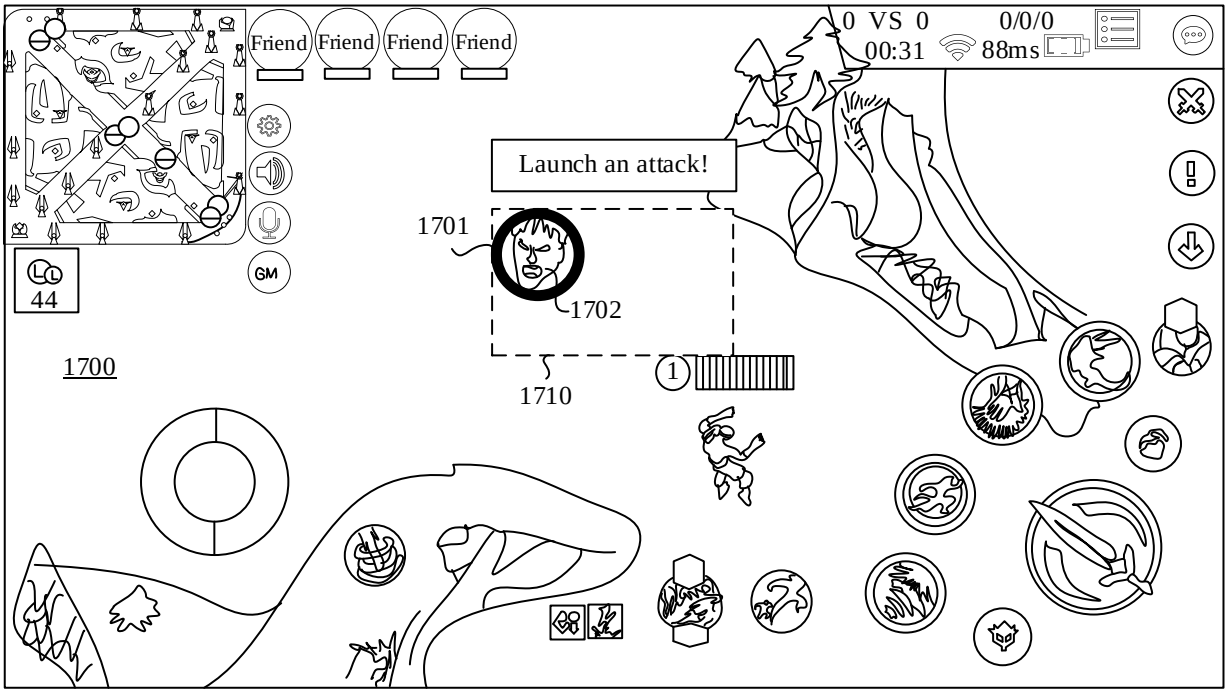

Friend
Friend
Friend
Friend
0 VS 0
00:31
0/0/0
88ms
Launch an attack!
1701
1702
1710
GM
44
1700
1

FIG. 17

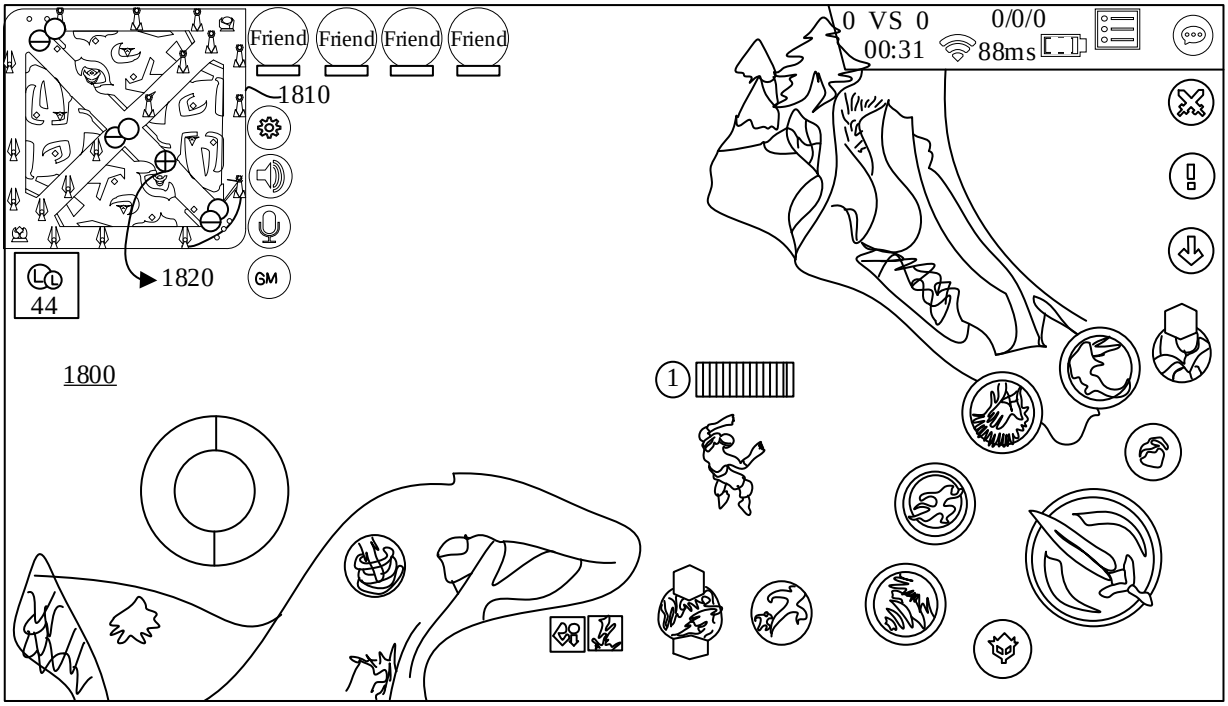

Friend
Friend
Friend
Friend
1810
0 VS 0
00:31
0/0/0
88ms
1820
GM
44
1800
1

FIG. 18

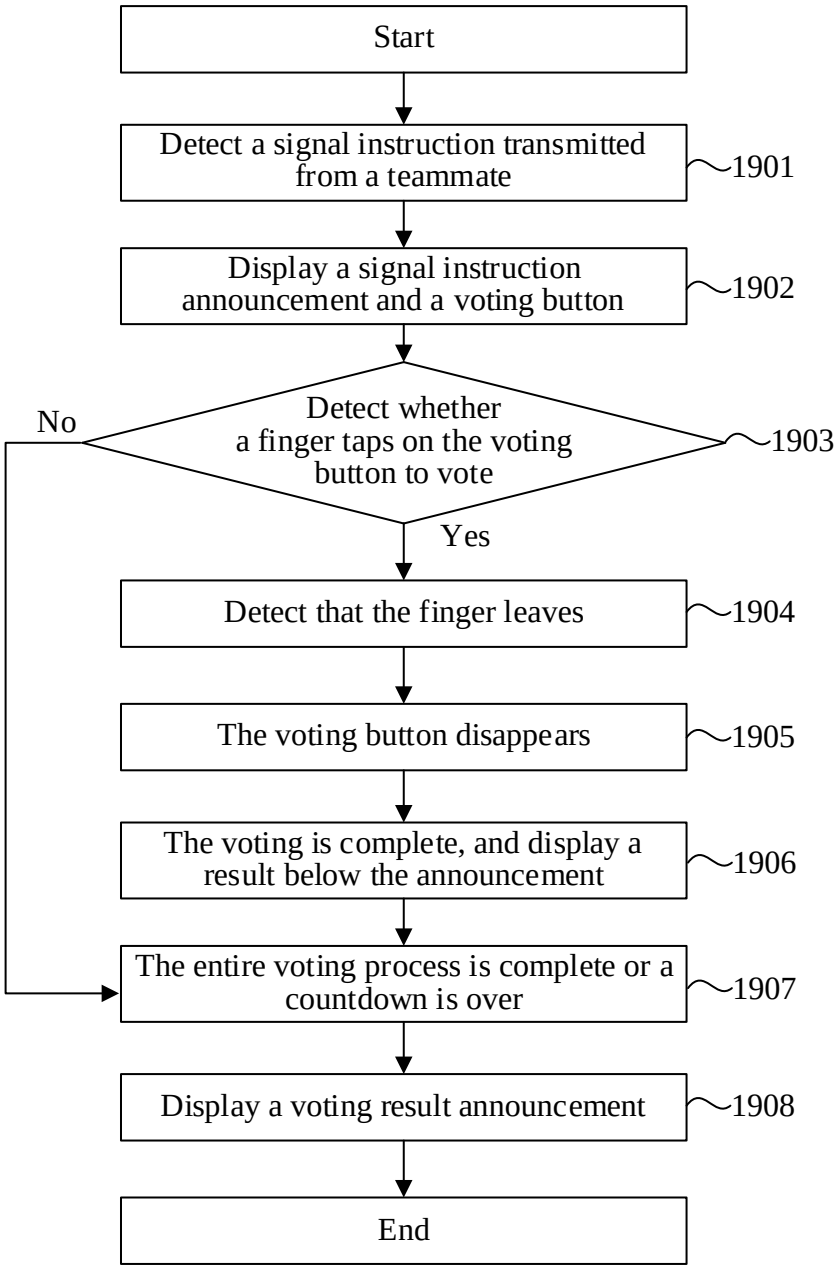

Start
Detect a signal instruction transmitted from a teammate
1901
Display a signal instruction announcement and a voting button
1902
Detect whether a finger taps on the voting button to vote
1903
No
Yes
Detect that the finger leaves
1904
The voting button disappears
1905
The voting is complete, and display a result below the announcement
1906
The entire voting process is complete or a countdown is over
1907
Display a voting result announcement
1908
End

FIG. 19

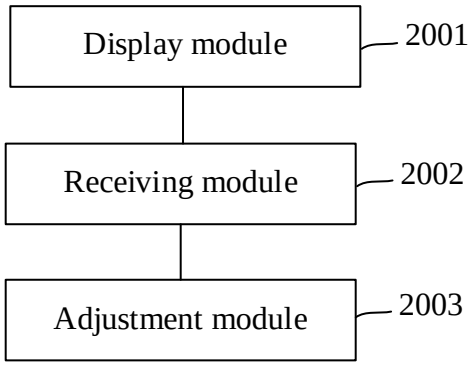

Display module
2001
Receiving module
2002
Adjustment module
2003

FIG. 20

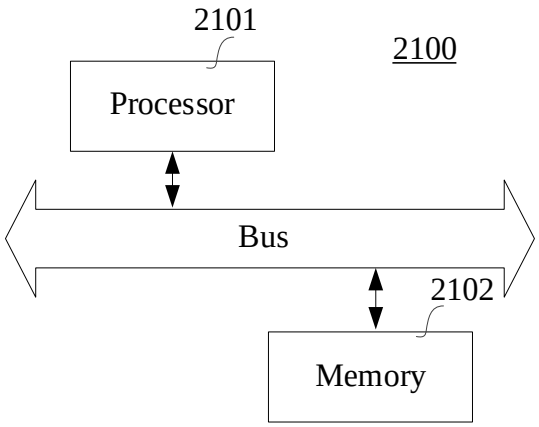

2101
2100
Processor
Bus
2102
Memory

FIG. 21