

ABSTRACT

A method and an apparatus for controlling a virtual character to cast a skill, a device, a medium, and a program product are provided, belonging to the field of human-machine interaction. The method includes: displaying a first virtual character and a skill control, the skill control being used to cast a ranged skill (202); displaying a ranged skill indicator and a drag control in response to a trigger operation on the skill control, the ranged skill indicator being used to indicate a casting range of the ranged skill, the casting range having a first boundary point and a second boundary point, the first boundary point being determined based on a location of the first virtual character, and the second boundary point being determined based on a location of the drag control (204); and changing at least one of a shape or an area of the casting range in response to a drag operation on the drag control (206). The foregoing method, apparatus, device, medium, and program product are adopted, to efficiently attack enemy virtual characters in a case that locations of the enemy virtual characters are scattered, thereby improving the processing efficiency of a terminal.