CLAIMS

What is claimed is:

1. A virtual prop obtaining method, performed by an electronic device, the method comprising:

obtaining a shooting result of a shooting battle between a first virtual character and a second virtual character during running of a shooting task, the second virtual character being a non-manipulative character in a target area, wherein the target area is an area used for presetting a plurality of non-manipulative characters in a virtual map; the virtual map further comprises a non-target area;

displaying a virtual prop at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death; and

adding the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance.

2. The method according to claim 1, wherein the obtaining a shooting result of a shooting battle between a first virtual character and a second virtual character comprises:

obtaining a distance between the first virtual character and the second virtual character; and

determining that the shooting battle is performed between the first virtual character and the second virtual character and obtaining the shooting result of the shooting battle between the first virtual character and the second virtual character when the distance is less than a second distance or a shooting instruction triggered by the first virtual character to the second virtual character is detected.

3. The method according to claim 2, wherein the obtaining a distance between the first virtual character and the second virtual character comprises:

obtaining the distance between the first virtual character and the second virtual character in a case of detecting that the first virtual character enters the target area, the target area being a designated area on a map where the shooting task is run and the target area being used for obtaining the virtual prop.

4. The method according to claim 1, wherein after the displaying a virtual prop at an area matching a position of the second virtual character when the shooting result is that the first

virtual character shot the second virtual character to death, the method further comprises:

starting a timer when the virtual prop is displayed, to obtain a timed time; and

the adding the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance comprises:

adding the virtual prop to the prop storage space corresponding to the first virtual character and stopping the timer when the distance between the first virtual character and the virtual prop is less than the first distance and the timed time is less than a target time period.

5. The method according to claim 4, further comprising:

controlling the virtual prop to disappear when the timed time is greater than the target time period.

6. The method according to claim 1, wherein after the displaying a virtual prop at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death, the method further comprises:

displaying attribute information of the virtual prop at an area matching a position of the virtual prop when the distance between the first virtual character and the virtual prop is less than a third distance; and

the adding the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance comprises:

adding the virtual prop to the prop storage space corresponding to the first virtual character when a confirmation instruction for the attribute information is received and the distance between the first virtual character and the virtual prop is less than the first distance.

7. The method according to any one of claims 1 to 6, wherein after the adding the virtual prop to the prop storage space corresponding to the first virtual character, the method further comprises:

equipping the first virtual character in an equipping mode corresponding to the virtual prop when an equipping instruction for the virtual prop is detected.

8. The method according to any one of claims 1 to 6, wherein a prop level of the virtual prop displayed after the second virtual character is shot to death is higher than a prop level of a virtual prop in the non-target area.

9. The method according to any one of claims 1 to 6, wherein before the obtaining a shooting result of a shooting battle between a first virtual character and a second virtual character, the method further comprises:

displaying the virtual map on a man-machine interaction interface during running of the shooting task; and

controlling the first virtual character to enter the target area in the virtual map when a virtual prop obtaining instruction is detected,

the plurality of non-manipulative characters being preset in the target area.

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

regenerating a second virtual character at a random location in the target area after the second virtual character is killed by the first virtual character.

11. A virtual prop obtaining device, comprising:

an obtaining unit, configured to obtain a shooting result of a shooting battle between a first virtual character and a second virtual character during running of a shooting task, the second virtual character being a non-manipulative character in a target area, wherein the target area is an area used for presetting a plurality of non-manipulative characters in a virtual map; the virtual map further comprises a non-target area;

a first display unit, configured to display a virtual prop at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death, a prop level of the virtual prop being higher than a prop level of a virtual prop in a non-target area; and

a determining unit, configured to add the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance.

12. The device according to claim 11, wherein the obtaining unit being configured to obtain a shooting result of a shooting battle between a first virtual character and a second virtual character further comprises:

the obtaining unit being configured to obtain a distance between the first virtual character and the second virtual character; and determine that the shooting battle is performed between the first virtual character and the second virtual character and obtain the shooting result of the shooting battle between the first virtual character and the second virtual character when the

distance is less than a second distance or a shooting instruction triggered by the first virtual character to the second virtual character is detected.

13. The device according to claim 12, wherein the obtaining unit being configured to obtain a distance between the first virtual character and the second virtual character further comprises:

the obtaining unit being configured to obtain the distance between the first virtual character and the second virtual character in a case of detecting that the first virtual character enters the target area, the target area being a designated area on a map where the shooting task is run and the target area being used for obtaining the virtual prop.

14. The device according to claim 11, further comprising:

a timing unit, configured to, after a virtual prop is displayed at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death, start a timer when the virtual prop is displayed, to obtain a timed time; and

the determining unit being configured to add the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance further comprising:

the determining unit being configured to add the virtual prop to the prop storage space corresponding to the first virtual character and stop the timer when the distance between the first virtual character and the virtual prop is less than the first distance and the timed time is less than a target time period.

15. The device according to claim 14, further comprising:

a control unit, configured to control the virtual prop to disappear when the timed time is greater than the target time period.

16. The device according to claim 11, further comprising:

a second display unit, configured to, after a virtual prop is displayed at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death, display attribute information of the virtual prop at an area matching a position of the virtual prop when the distance between the first virtual character and the virtual prop is less than a third distance; and

the determining unit being configured to add the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and

the virtual prop is less than a first distance further comprising:

the determining unit being configured to add the virtual prop to the prop storage space corresponding to the first virtual character when a confirmation instruction for the attribute information is received and the distance between the first virtual character and the virtual prop is less than the first distance.

17. The device according to any one of claims 11 to 16, further comprising:

an equipping unit, configured to equip the first virtual character in an equipping mode corresponding to the virtual prop when an equipping instruction for the virtual prop is detected.

18. The device according to any one of claims 11 to 16, wherein a prop level of the virtual prop displayed after the second virtual character is shot to death is higher than a prop level of a virtual prop in the non-target area.

19. A storage medium, comprising stored programs, and the programs, when being executed, implement the method according to any one of claims 1 to 10.

20. An electronic device, comprising: a memory and a processor, wherein the memory storing computer programs, and the processor being configured to implement the method according to any one of claims 1 to 10 through the computer programs.