CLAIMS

1. A controlling method of a virtual actor, applied to a target game application and performed by an electronic device, comprising:

displaying a game screen, the game screen comprising a target virtual actor and a target virtual wall;

controlling the target virtual actor to climb onto the target virtual wall, in response to a first operation instruction executed on the target virtual actor when the target virtual actor faces the target virtual wall and a distance between the target virtual actor and the target virtual wall is less than a first threshold;

controlling the target virtual actor to climb on the target virtual wall in a climb direction indicated by a second operation instruction, in response to the second operation instruction executed on the target virtual actor when the target virtual actor is located on the target virtual wall;

acquiring a climb stop duration of the target virtual actor when the target virtual actor is located on the target virtual wall, wherein the climb stop duration is a duration from an end moment of last climb of the target virtual actor to a current moment; and

controlling the target virtual actor to fall off the target virtual wall, when the climb stop duration reaches a second threshold.

2. The method according to claim 1, wherein the controlling the target virtual actor to climb onto the target virtual wall, in response to the first operation instruction executed on the target virtual actor, comprises:

controlling the target virtual actor to climb onto the target virtual wall, in response to a jump operation instruction executed on the target virtual actor, wherein the first operation instruction comprises the jump operation instruction, the jump operation instruction being used for instructing the target virtual actor to perform a first jump action; or

controlling the target virtual actor to climb onto the target virtual wall, in response to a first move operation instruction executed on the target virtual actor, wherein the first move operation instruction comprises the first move operation instruction, the first move operation instruction being used for instructing the target virtual actor to move towards the target virtual wall; or

controlling the target virtual actor to climb onto the target virtual wall, in response to the jump operation instruction and the first move operation instruction executed simultaneously on the target virtual actor, wherein the first operation instruction comprises the jump operation instruction and the first move operation instruction, the jump operation instruction and the first move operation instruction being used for instructing the target virtual actor to perform the first jump action in the direction of the target virtual wall.

3. The method according to claim 1, further comprising:

displaying a climb state identifier when the target virtual actor faces the target virtual wall, and the distance between the target virtual actor and the target virtual wall is less than the first threshold, wherein the climb state identifier indicates that the target virtual actor is in a state of being allowed to climb the target virtual wall.

4. The method according to claim 1, wherein the controlling the target virtual actor to climb on the target virtual wall in the climb direction indicated by the second operation instruction, in response to the second operation instruction executed on the target virtual actor comprises:

controlling the target virtual actor to climb on the target virtual wall in the climb direction indicated by a second move operation instruction, in response to the second move operation instruction executed on the target virtual actor wherein the second operation instruction comprises the second move operation instruction.

5. The method according to claim 4, wherein the controlling the target virtual actor to climb on the target virtual wall in the climb direction indicated by the second operation instruction, in response to the second operation instruction executed on the target virtual actor comprises:

controlling the target virtual actor to climb on the target virtual wall in a lateral direction indicated by a lateral-move operation instruction, in response to the lateral-move operation instruction executed on the target virtual actor, wherein the second move operation instruction comprises the lateral-move operation instruction, and the height of the target virtual actor from virtual ground remains unchanged when the target virtual actor climbs in the lateral direction indicated by the lateral-move operation instruction, the virtual ground being contacted with the bottom of the target virtual wall; or

controlling the target virtual actor to climb on the target virtual wall in a diagonal upward direction indicated by a diagonal upward-move operation instruction, in response to the diagonal upward-move operation instruction executed on the target virtual actor, wherein the second move

operation instruction comprises the diagonal upward-move operation instruction, and the height of the target virtual actor from the virtual ground becomes larger when the target virtual actor climbs in the diagonal upward direction indicated by the diagonal upward-move operation instruction; or

controlling the target virtual actor to climb on the target virtual wall in an upward direction indicated by an upward-move operation instruction, in response to the upward-move operation instruction executed on the target virtual actor, wherein the second move operation instruction comprises the upward-move operation instruction, and the height of the target virtual actor from the virtual ground becomes larger when the target virtual actor climbs in the upward direction indicated by the upward-move operation instruction.

6. The method according to claim 1, further comprising:

controlling the target virtual actor to fall off the target virtual wall, in response to a diagonal downward-move operation instruction executed on the target virtual actor when the target virtual actor is located on the target virtual wall, wherein a move direction indicated by the diagonal downward-move operation instruction is a diagonal downward direction; or

controlling the target virtual actor to fall off the target virtual wall, in response to a downward-move operation instruction executed on the target virtual actor when the target virtual actor is located on the target virtual wall, wherein a move direction indicated by the downward-move operation instruction is a downward direction; or

controlling the target virtual actor to fall off the target virtual wall, in response to a jump operation instruction executed on the target virtual actor when the target virtual actor is located on the target virtual wall.

7. The method according to claim 1, further comprising:

acquiring the climb height of the target virtual actor on the target virtual wall when the target virtual actor is located on the target virtual wall;

controlling the target virtual actor to perform a second jump action upwards, in response to the upward-move operation instruction or diagonal upward-move operation instruction executed on the target virtual actor when the climb height reaches a third threshold;

displaying, the target virtual actor standing on the top of the target virtual wall, when the target virtual actor reaches the top of the target virtual wall after performing the second jump action upwards; and

controlling, the target virtual actor to fall off the target virtual wall, when the target virtual actor does not reach the top of the target virtual wall after performing the second jump action upwards.

8. The method according to any one of claims 1, and 6 to 7, further comprising:

acquiring a fall-to-the-ground duration of the target virtual actor after the target virtual actor falls to a virtual ground, after controlling the target virtual actor to fall off the target virtual wall;

setting the target virtual actor to be forbidden from climbing onto the target virtual wall until a climbing cooldown period is over, when the fall-to-the-ground duration does not reach a fourth threshold; and

setting the target virtual actor to be allowed to climb onto the target virtual wall, when the fall-to-the-ground duration reaches the fourth threshold.

9. The method according to any one of claims 1 to 7, further comprising:

detecting whether the target virtual actor collides with the target virtual wall, during a process of target virtual actor falling; and

controlling, the target virtual actor to climb onto the target virtual wall, when it is detected that the target virtual actor collides with the target virtual wall.

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

controlling the target virtual actor to climb on the target virtual wall in a climb direction indicated by the third move operation instruction, in response to a third move operation instruction executed on the target virtual actor, wherein the climb direction indicated by the third move operation instruction comprises the diagonal upward direction or upward direction;

detecting whether a position of the target virtual actor reaches a preset hanging position, during or at end of controlling the target virtual actor to climb in the climb direction indicated by the third move operation instruction; and

controlling the target virtual actor to hang at the hanging position, when it is detected that the position of the target virtual actor reaches the hanging position.

11. The method according to claim 10, further comprising:

controlling the target virtual actor to move laterally in a preset hanging position region, in response to a lateral-move operation instruction executed on the target virtual actor when the target virtual actor is hanged at the hanging position, wherein the hanging position region

comprises a plurality of hanging position is a position that allows the target virtual actor to hang.

12. The method according to claim 1, further comprising:

controlling the target virtual actor to perform a third jump action upwards, in response to a third operation instruction executed on the target virtual actor when the target virtual actor is hanged at the hanging position, wherein the third operation instruction comprises a jump operation instruction, or an upward-move operation instruction, or a diagonal upward-move operation instruction;

displaying, the target virtual actor standing on a top of the target virtual wall, when the target virtual actor reaches the top of the target virtual wall after performing the third jump action upwards; and

controlling, the target virtual actor to fall off the target virtual wall, when the target virtual actor does not reach the top of the target virtual wall after performing the third jump action upwards.

13. A controlling apparatus of a virtual actor, comprising:

a display module, configured to display a game screen, the game screen comprising a target virtual actor and a target virtual wall;

a first control module, configured to control the target virtual actor to climb onto the target virtual wall, in response to a first operation instruction executed on the target virtual actor when the target virtual actor faces the target virtual wall and a distance between the target virtual actor and the target virtual wall is less than a first threshold; and

a second control module, configured to control the target virtual actor to climb on the target virtual wall in a climb direction indicated by a second operation instruction, in response to the second operation instruction executed on the target virtual actor when the target virtual actor is located on the target virtual wall;

wherein the controlling apparatus is further configured to: acquire a climb stop duration of the target virtual actor when the target virtual actor is located on the target virtual wall, wherein the climb stop duration is a duration from an end moment of last climb of the target virtual actor to a current moment; and wherein the controlling apparatus is further configured to: control the target virtual actor to fall off the target virtual wall, when the climb stop duration reaches a second threshold.

14. A computer-readable storage medium storing a program, the program, when executed by a terminal device or a computer, causes the terminal device or the computer to perform the method of any one of claims 1 to 12.

15. An electronic device, comprising a memory and a processor, the memory storing a computer program, and the processor being configured to read the computer program to perform the method of any one of claims 1 to 12.

16. A computer program product or a computer program, the computer program product or the computer program comprising a computer instruction stored in a computer-readable storage medium, a processor of a computer device reading and executing the computer instruction from the computer-readable storage medium to cause the computer device to perform the method of any one of claims 1 to 12.