

ABSTRACT

The embodiments of the present application belong to the technical field of human-computer interaction. Disclosed are a method for displaying a virtual chessboard, and a terminal, a storage medium and a program product. The method comprises: displaying a first virtual chessboard (201); in response to a lineup check operation for a target adversary, displaying a second virtual chessboard corresponding to the target adversary (202); in response to a marking operation for at least one target virtual chess piece among second virtual chess pieces, acquiring chess piece information of the target virtual chess piece (203); and on the basis of the chess piece information, displaying first virtual chess pieces and the target virtual chess piece by means of the first virtual chessboard (204).