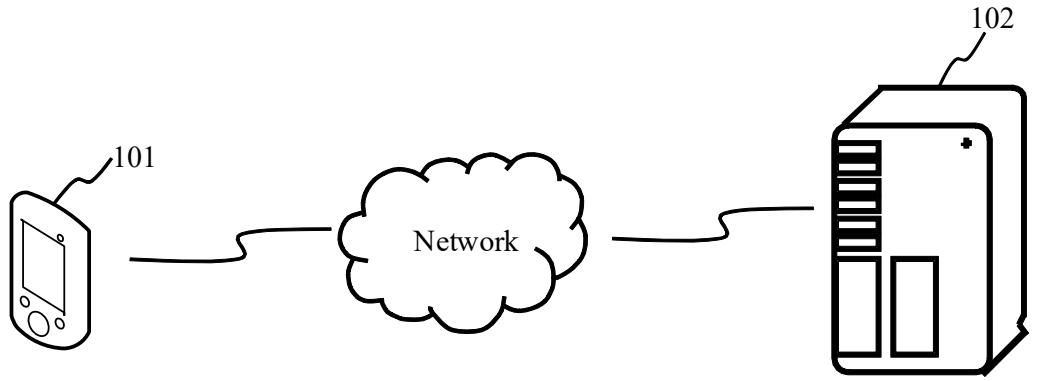

102
101
Network

FIG. 1

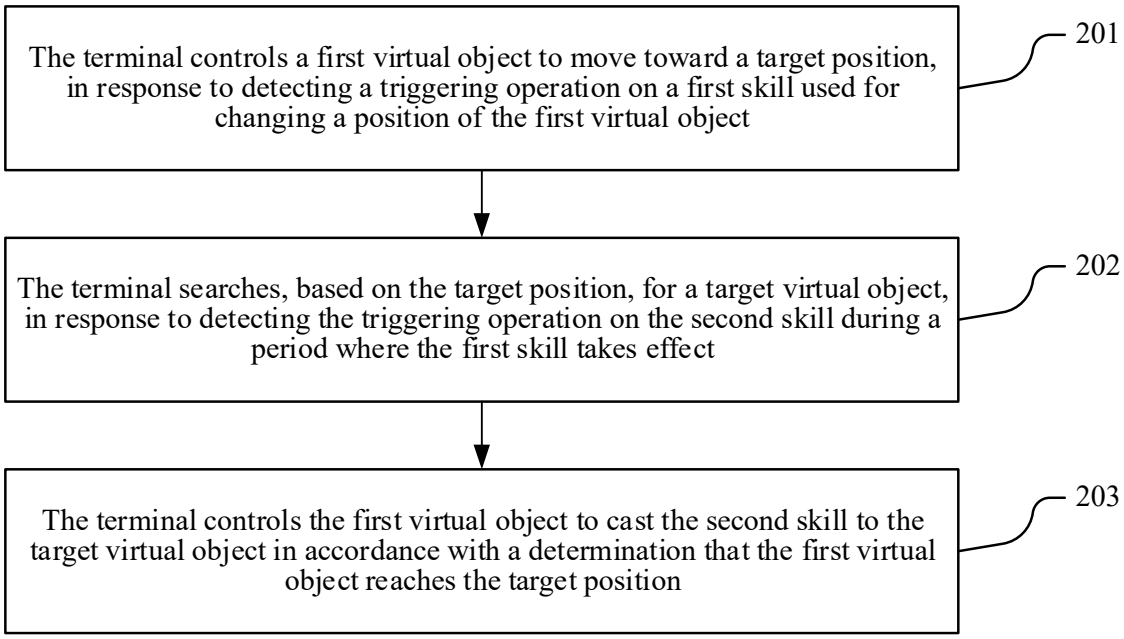

The terminal controls a first virtual object to move toward a target position, in response to detecting a triggering operation on a first skill used for changing a position of the first virtual object
201
The terminal searches, based on the target position, for a target virtual object, in response to detecting the triggering operation on the second skill during a period where the first skill takes effect
202
The terminal controls the first virtual object to cast the second skill to the target virtual object in accordance with a determination that the first virtual object reaches the target position
203

FIG. 2

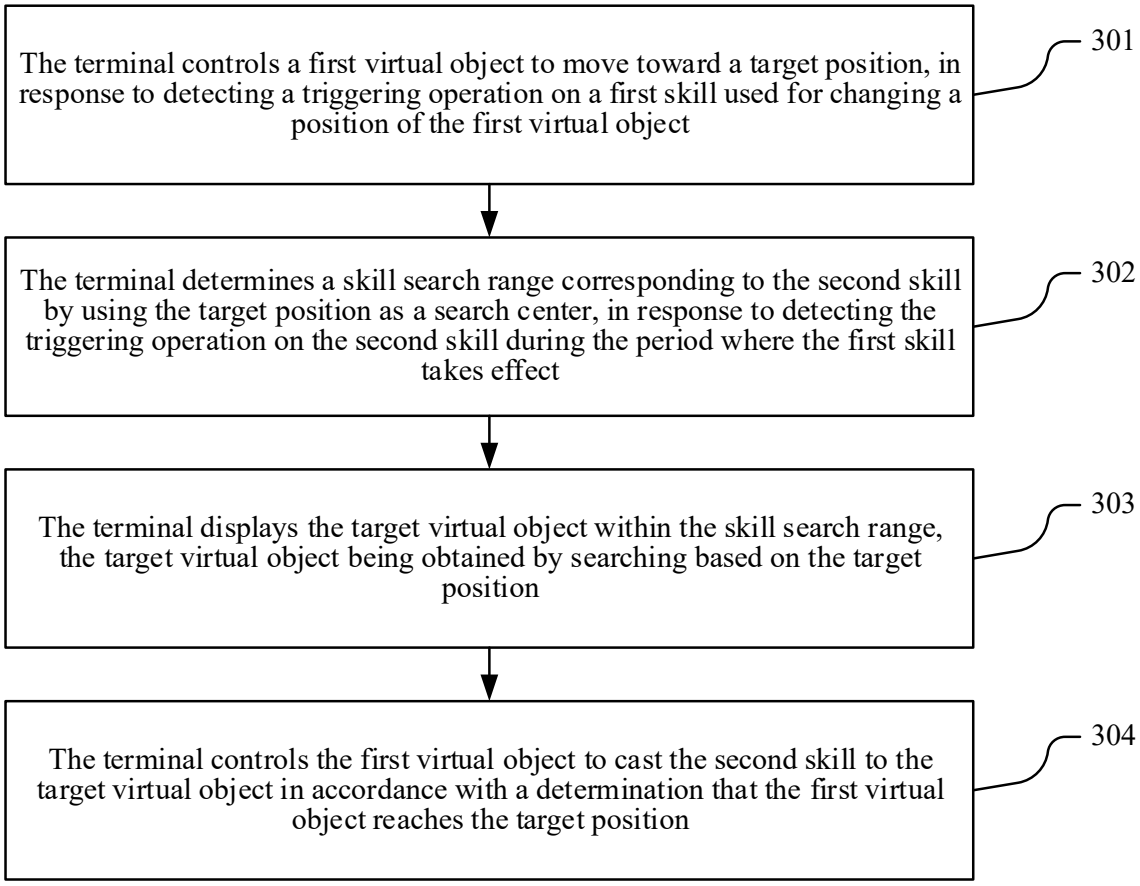

The terminal controls a first virtual object to move toward a target position, in response to detecting a triggering operation on a first skill used for changing a position of the first virtual object
301
The terminal determines a skill search range corresponding to the second skill by using the target position as a search center, in response to detecting the triggering operation on the second skill during the period where the first skill takes effect
302
The terminal displays the target virtual object within the skill search range, the target virtual object being obtained by searching based on the target position
303
The terminal controls the first virtual object to cast the second skill to the target virtual object in accordance with a determination that the first virtual object reaches the target position
304

FIG. 3

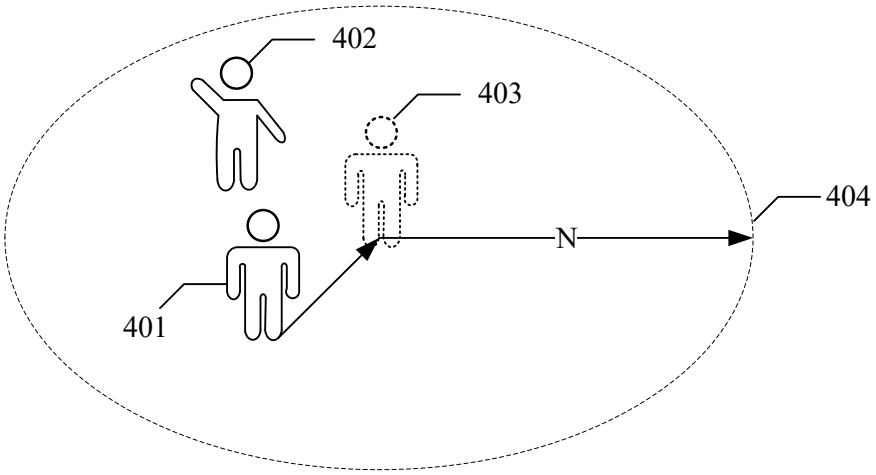

402
403
404
N
401

FIG. 4

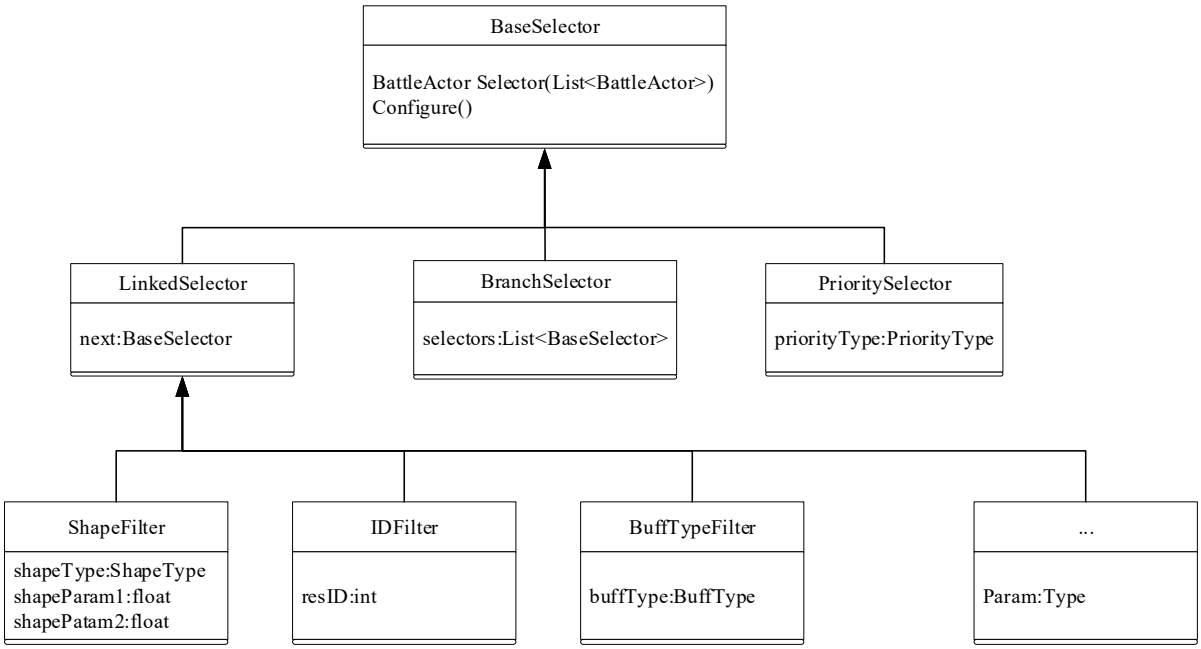

BaseSelector
BattleActor Selector(List<BattleActor>)
Configure()
LinkedSelector
next:BaseSelector
BranchSelector
selectors:List<BaseSelector>
PrioritySelector
priorityType:PriorityType
ShapeFilter
shapeType:ShapeType
shapeParam1:float
shapePatam2:float
IDFilter
resID:int
BuffTypeFilter
buffType:BuffType
...
Param:Type

FIG. 5

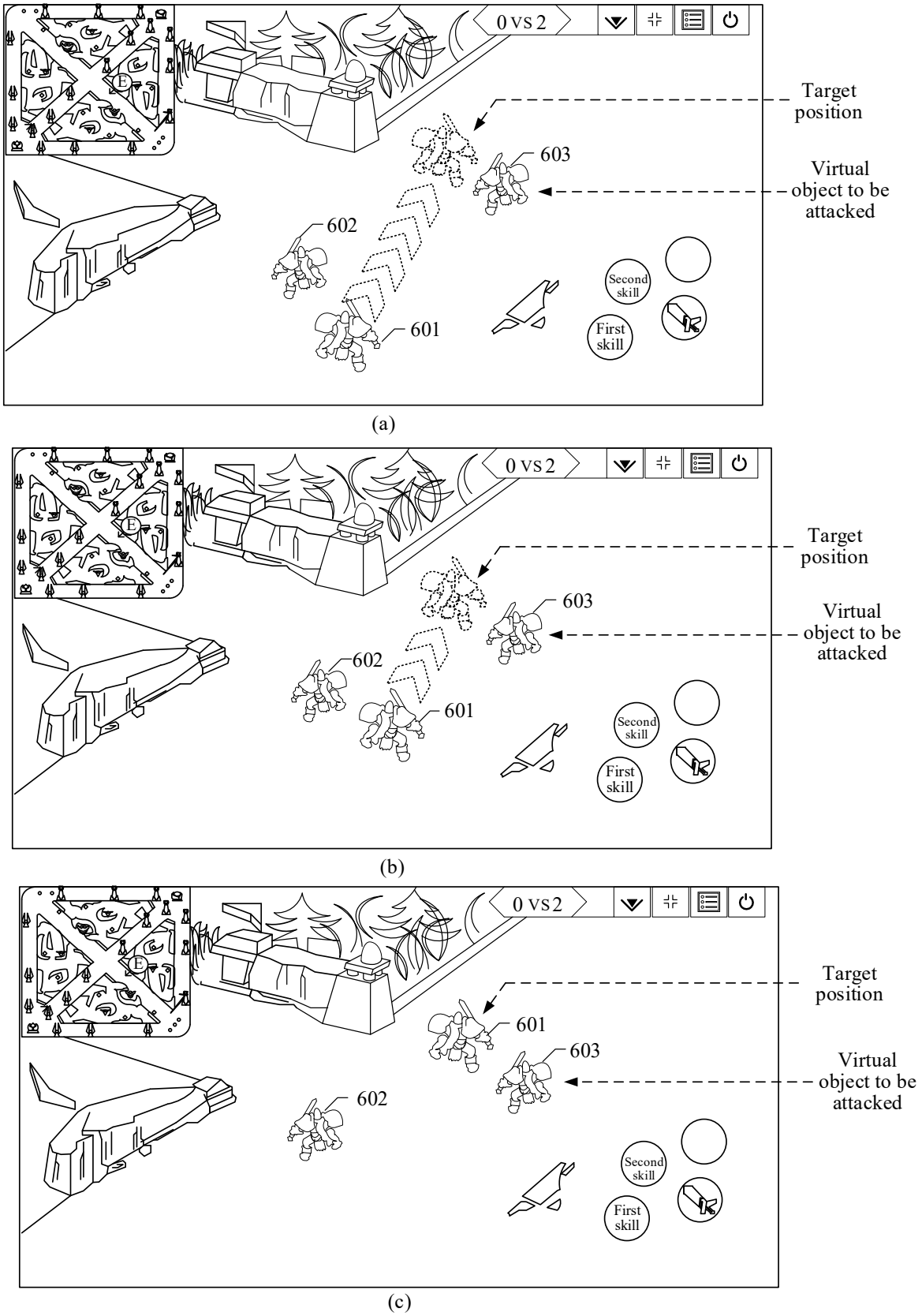

0 VS 2
Target position
603
Virtual object to be attacked
602
601
Second skill
First skill
(a)
0 VS 2
Target position
603
Virtual object to be attacked
602
601
Second skill
First skill
(b)
0 VS 2
Target position
601
603
Virtual object to be attacked
602
Second skill
First skill
(c)

FIG. 6

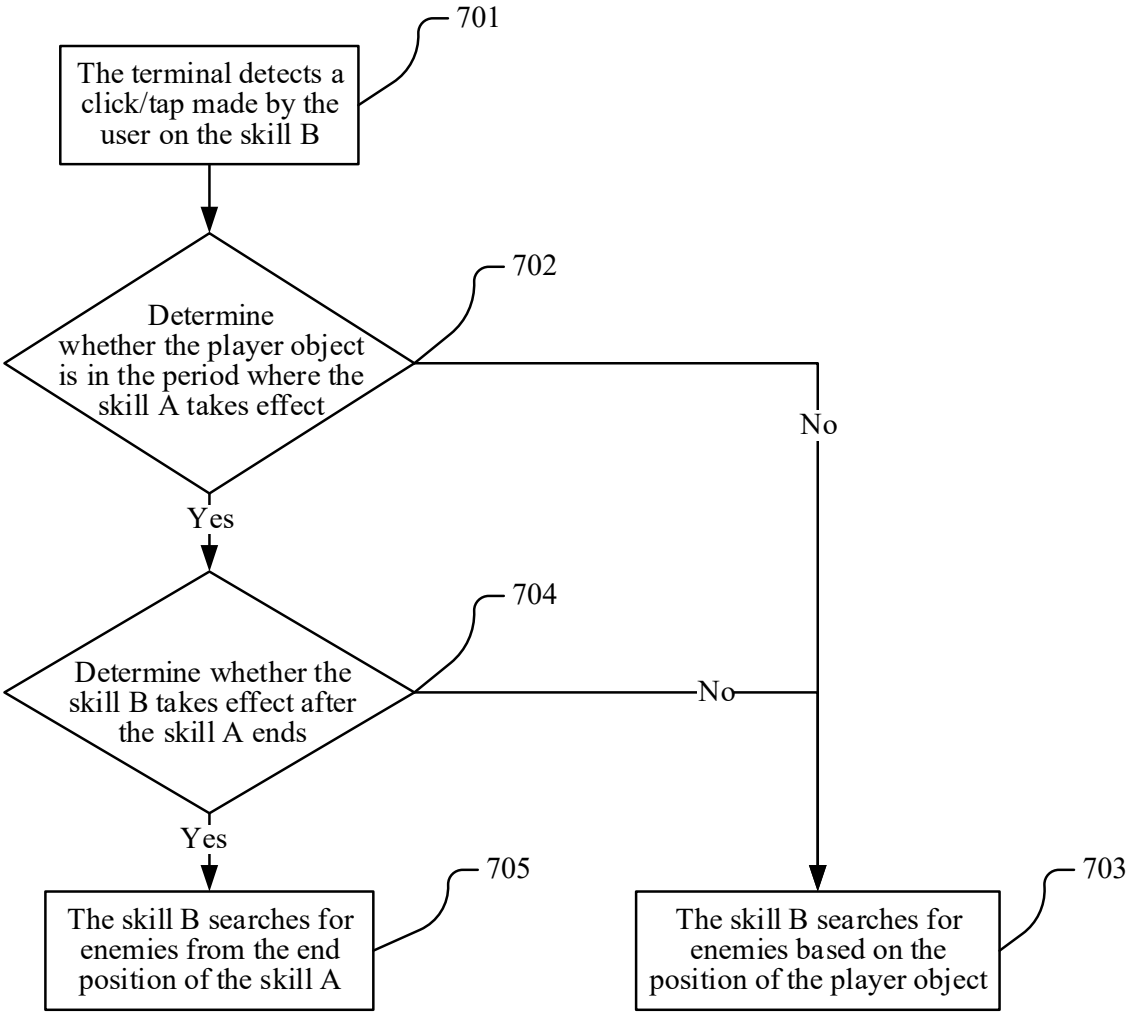

701
The terminal detects a click/tap made by the user on the skill B
702
Determine whether the player object is in the period where the skill A takes effect
No
Yes
704
Determine whether the skill B takes effect after the skill A ends
No
Yes
705
The skill B searches for enemies from the end position of the skill A
703
The skill B searches for enemies based on the position of the player object

FIG. 7

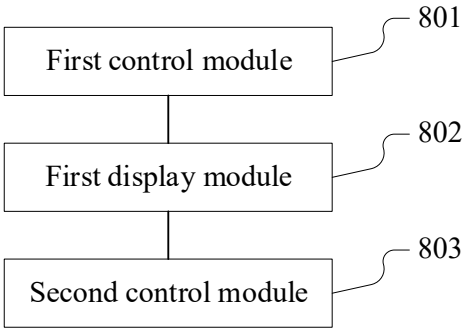

801
First control module
802
First display module
803
Second control module

FIG. 8

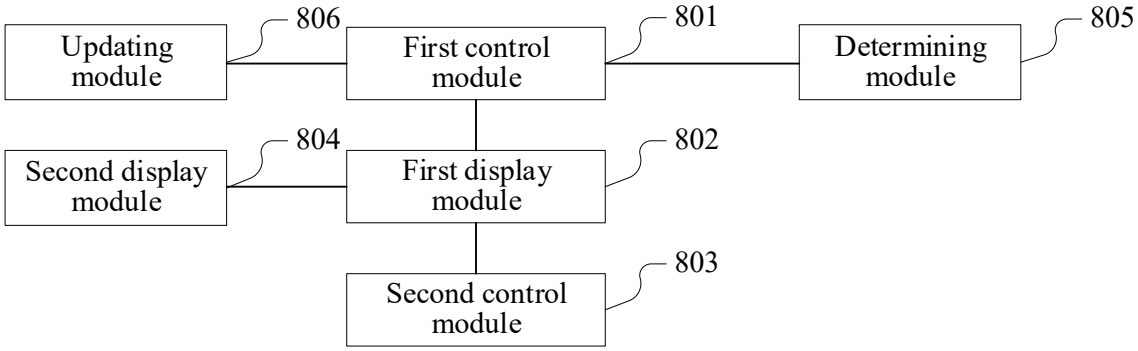

Updating module
806
First control module
801
Determining module
805
Second display module
804
First display module
802
Second control module
803

FIG. 9

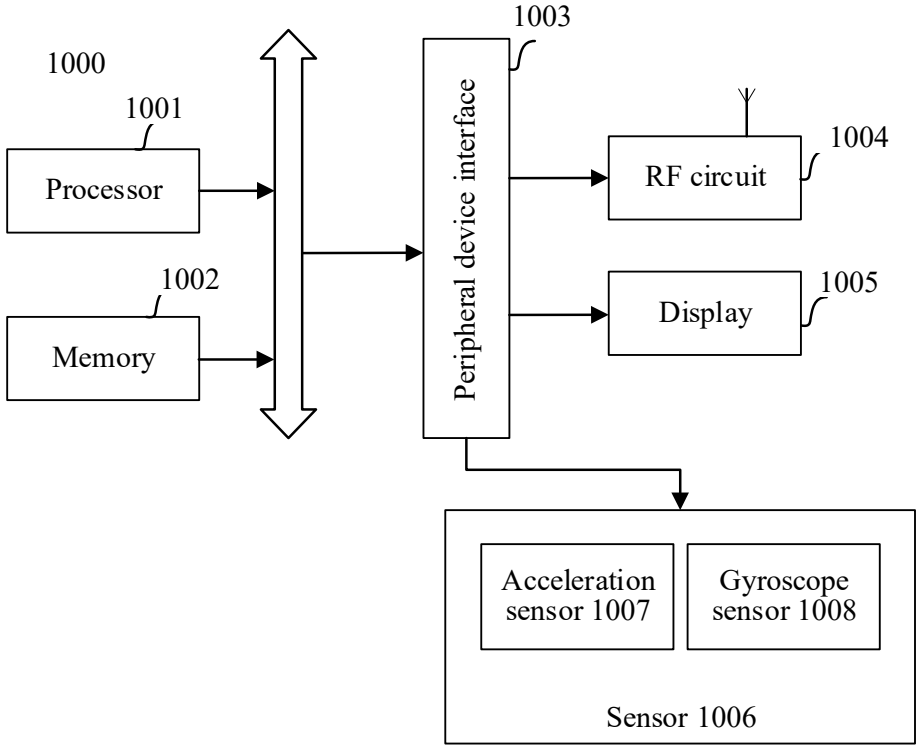

1000
1001
Processor
1002
Memory
1003
Peripheral device interface
RF circuit
1004
Display
1005
Acceleration sensor 1007
Gyroscope sensor 1008
Sensor 1006

FIG. 10