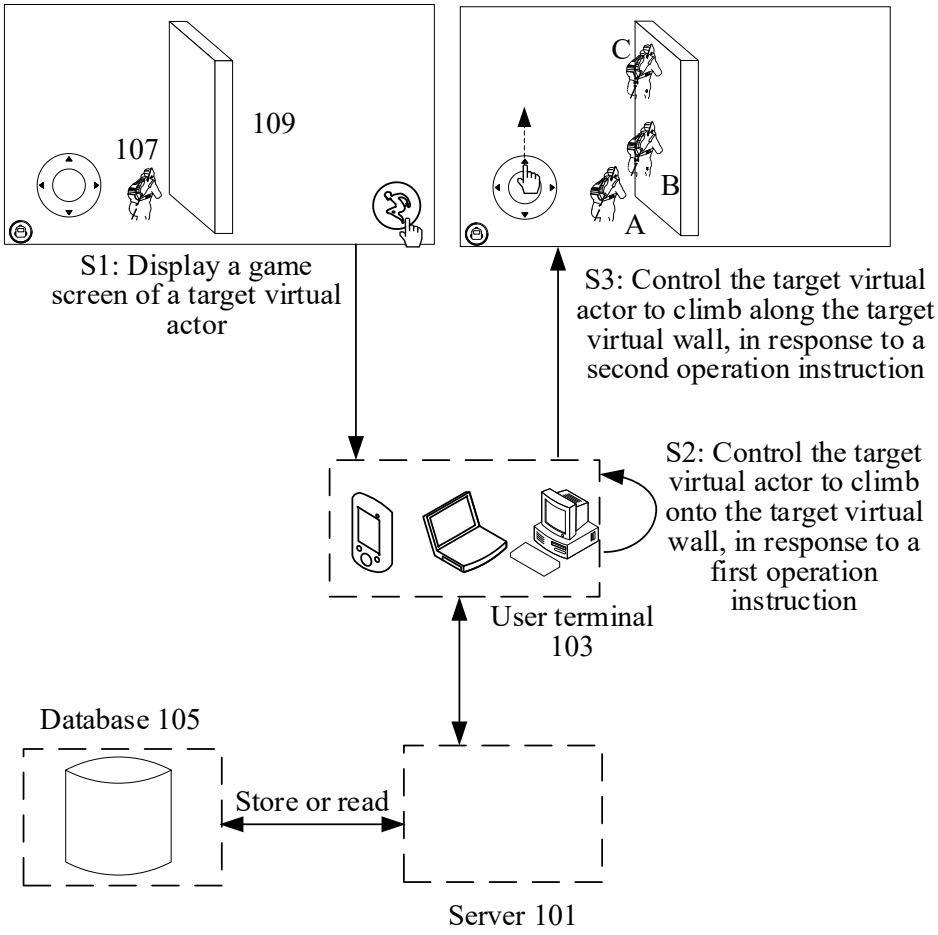

107
109
C
B
A
S1: Display a game screen of a target virtual actor
S3: Control the target virtual actor to climb along the target virtual wall, in response to a second operation instruction
S2: Control the target virtual actor to climb onto the target virtual wall, in response to a first operation instruction
User terminal 103
Database 105
Store or read
Server 101

FIG. 1

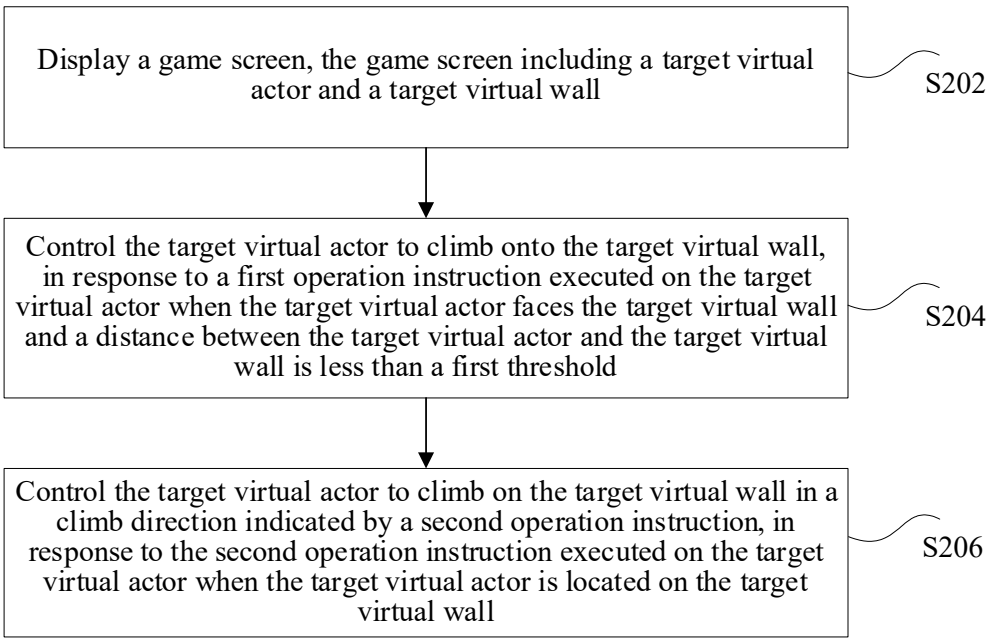

Display a game screen, the game screen including a target virtual actor and a target virtual wall
S202
Control the target virtual actor to climb onto the target virtual wall, in response to a first operation instruction executed on the target virtual actor when the target virtual actor faces the target virtual wall and a distance between the target virtual actor and the target virtual wall is less than a first threshold
S204
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
S206

FIG. 2

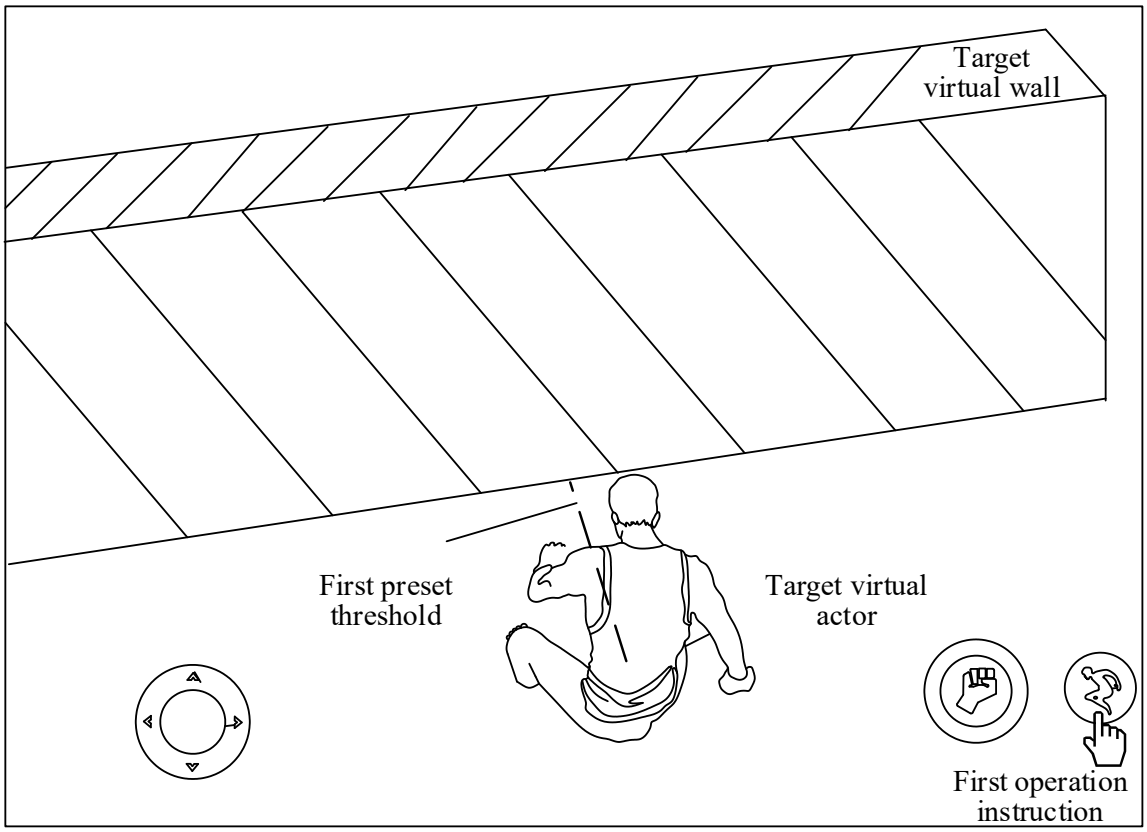

Target
virtual wall
First preset
threshold
Target virtual
actor
First operation
instruction

FIG. 3

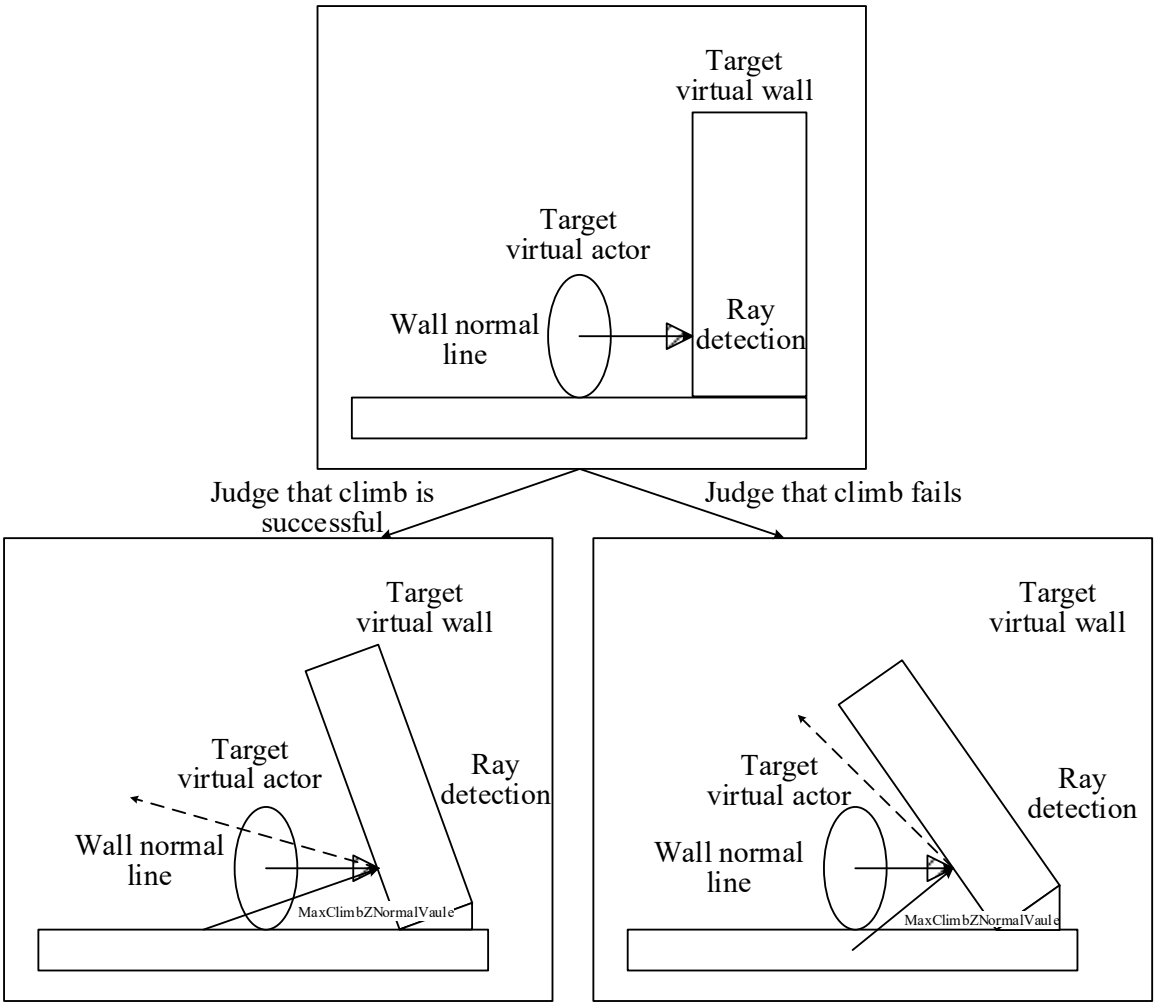

Target
virtual wall
Target
virtual actor
Wall normal
line
Ray
detection
Judge that climb is
successful
Judge that climb fails
Target
virtual wall
Target
virtual actor
Ray
detection
Wall normal
line
MaxClimbZNormalVaule
Target
virtual wall
Target
virtual actor
Ray
detection
Wall normal
line
MaxClimbZNormalVaule

FIG. 4

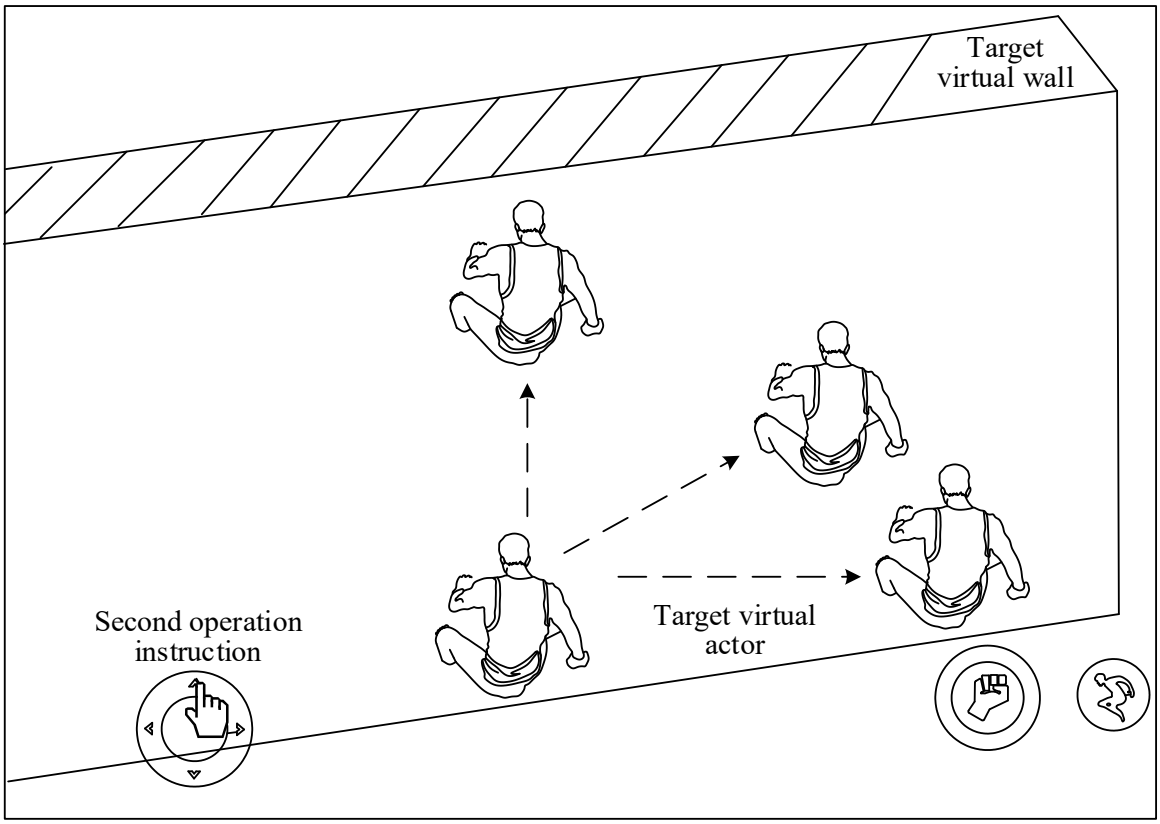

Target
virtual wall
Second operation
instruction
Target virtual
actor

FIG. 5

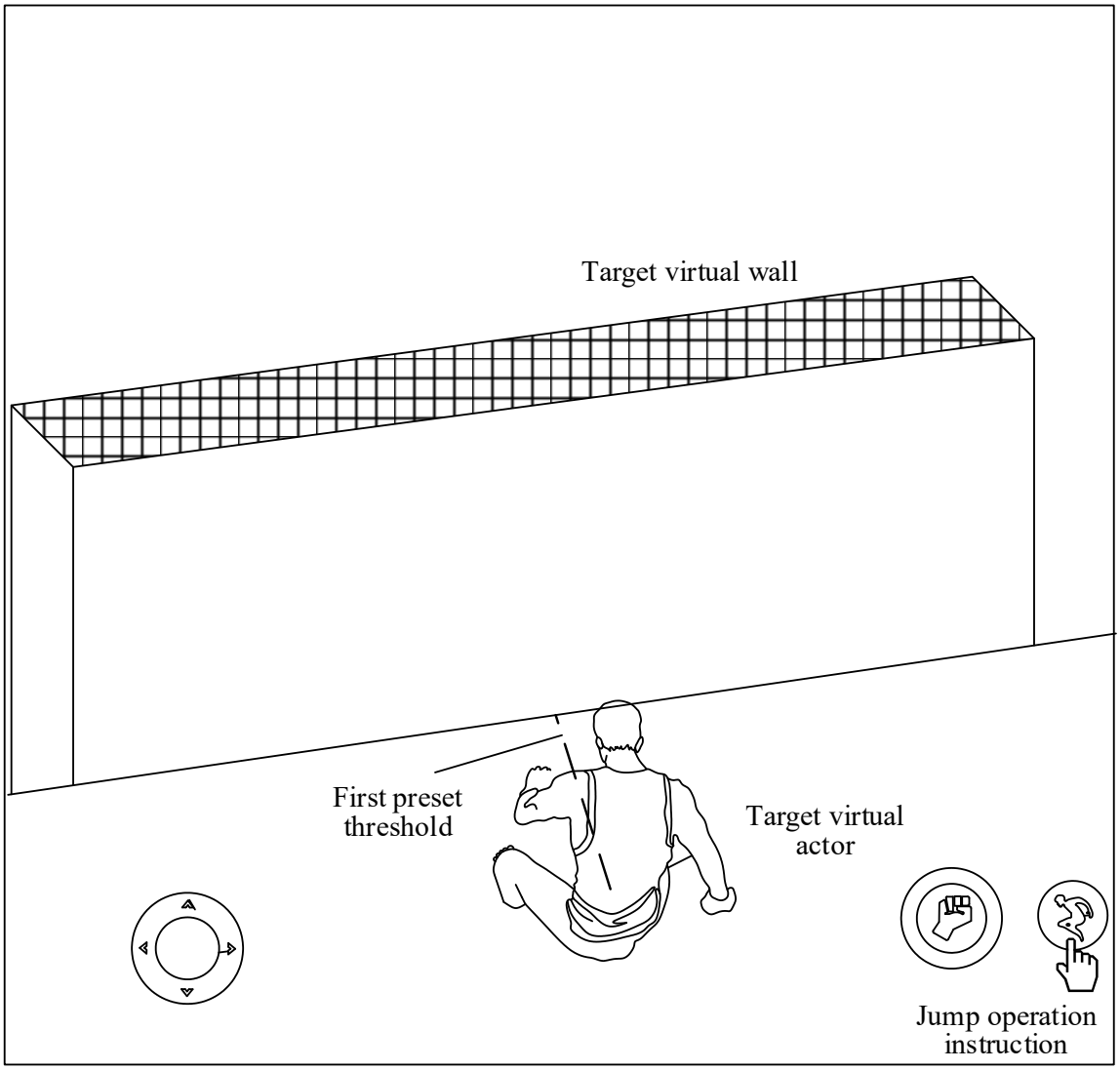

Target virtual wall
First preset threshold
Target virtual actor
Jump operation instruction

FIG. 6

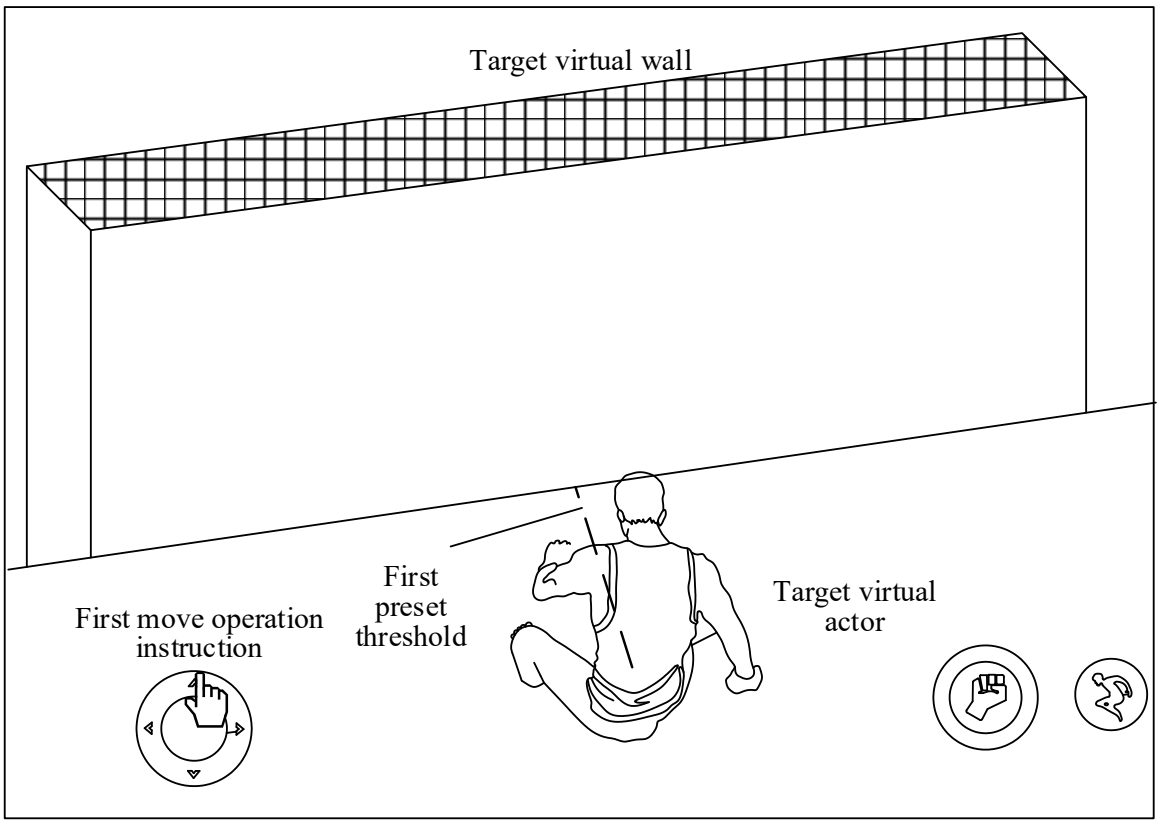

Target virtual wall
First move operation instruction
First preset threshold
Target virtual actor

FIG. 7

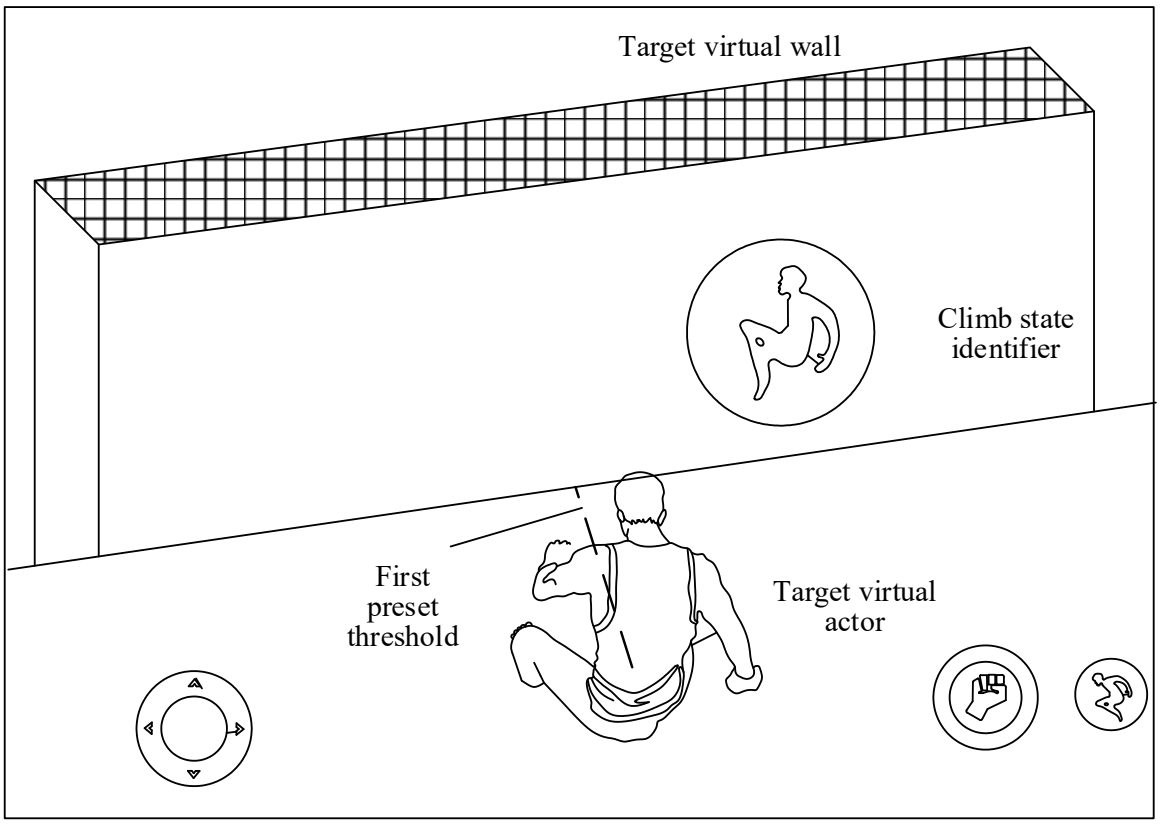

Target virtual wall
Climb state identifier
First preset threshold
Target virtual actor

FIG. 8

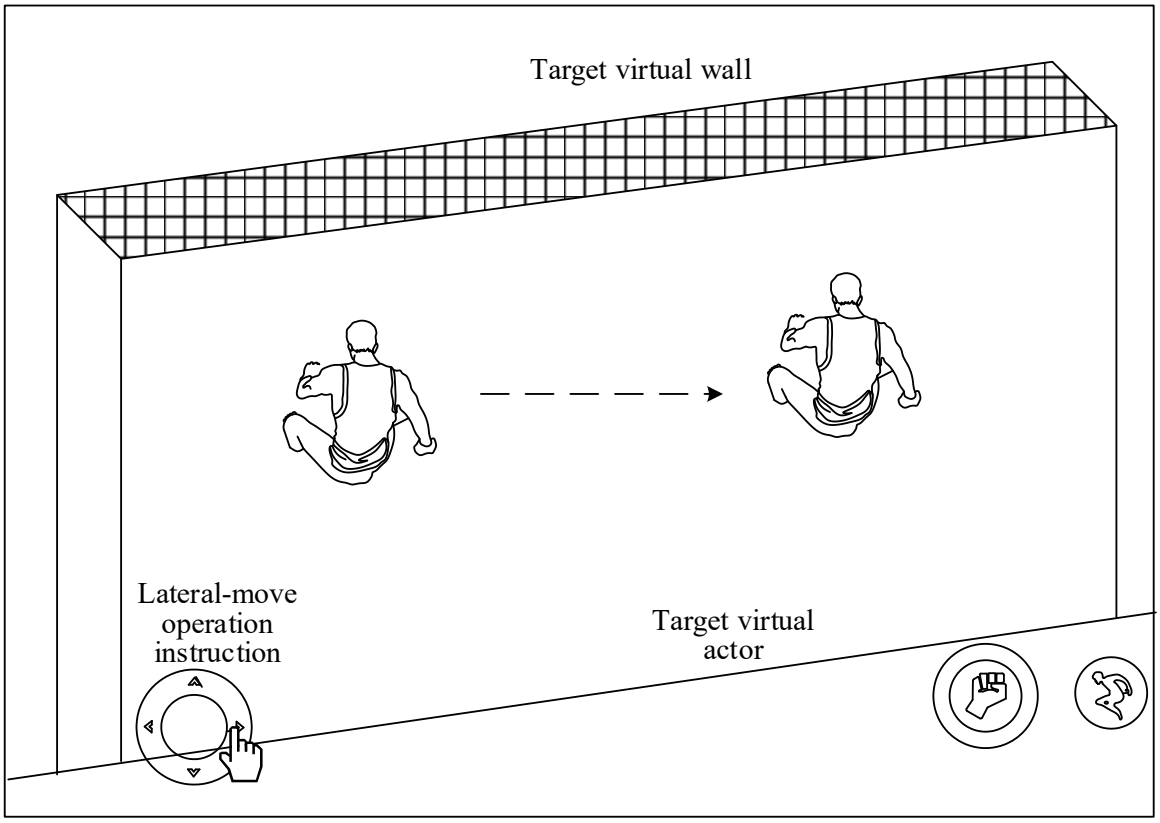

Target virtual wall
Lateral-move operation instruction
Target virtual actor

FIG. 9

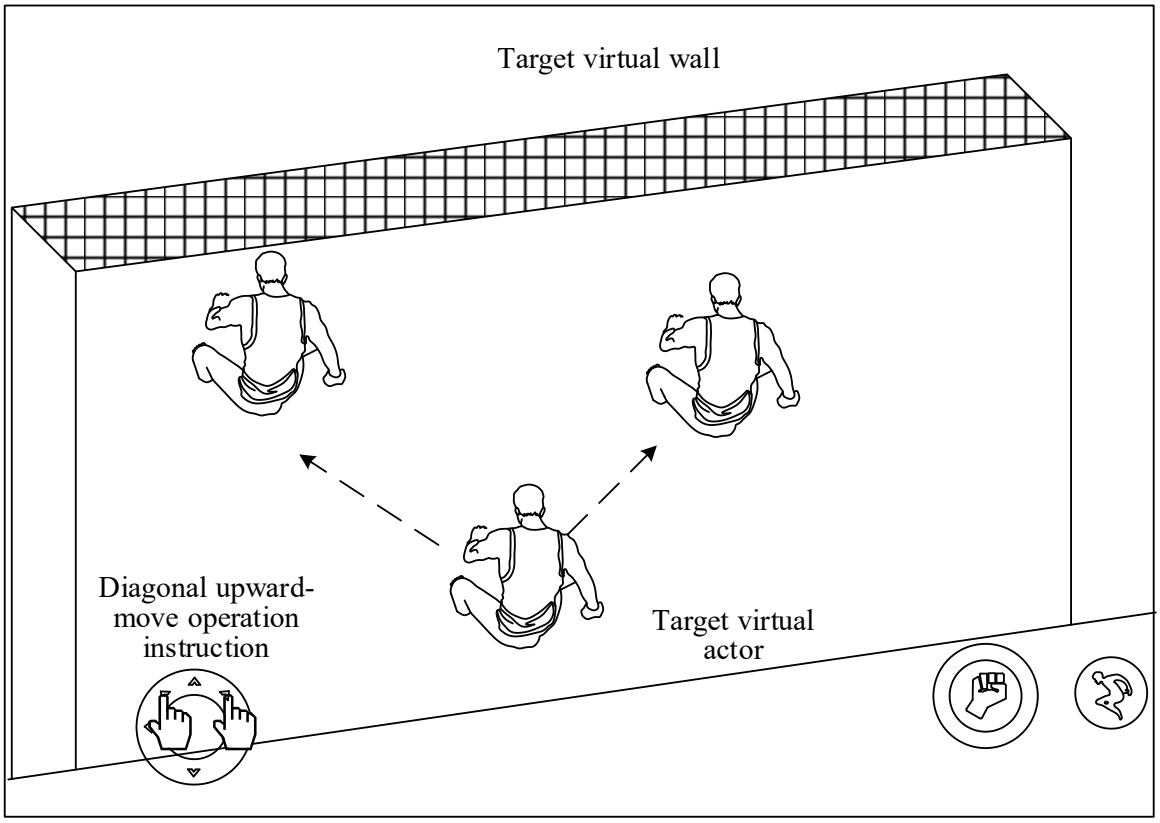

Target virtual wall
Diagonal upward-move operation instruction
Target virtual actor

FIG. 10

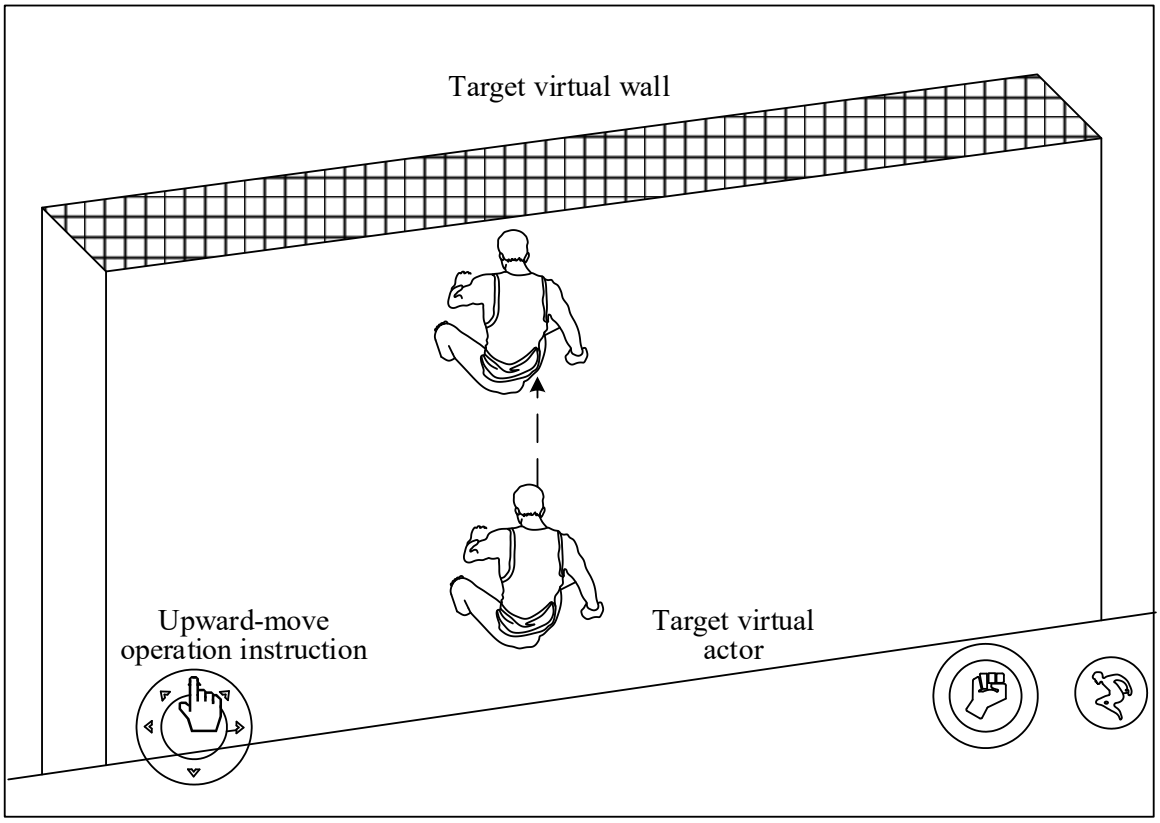

Target virtual wall
Upward-move operation instruction
Target virtual actor

FIG. 11

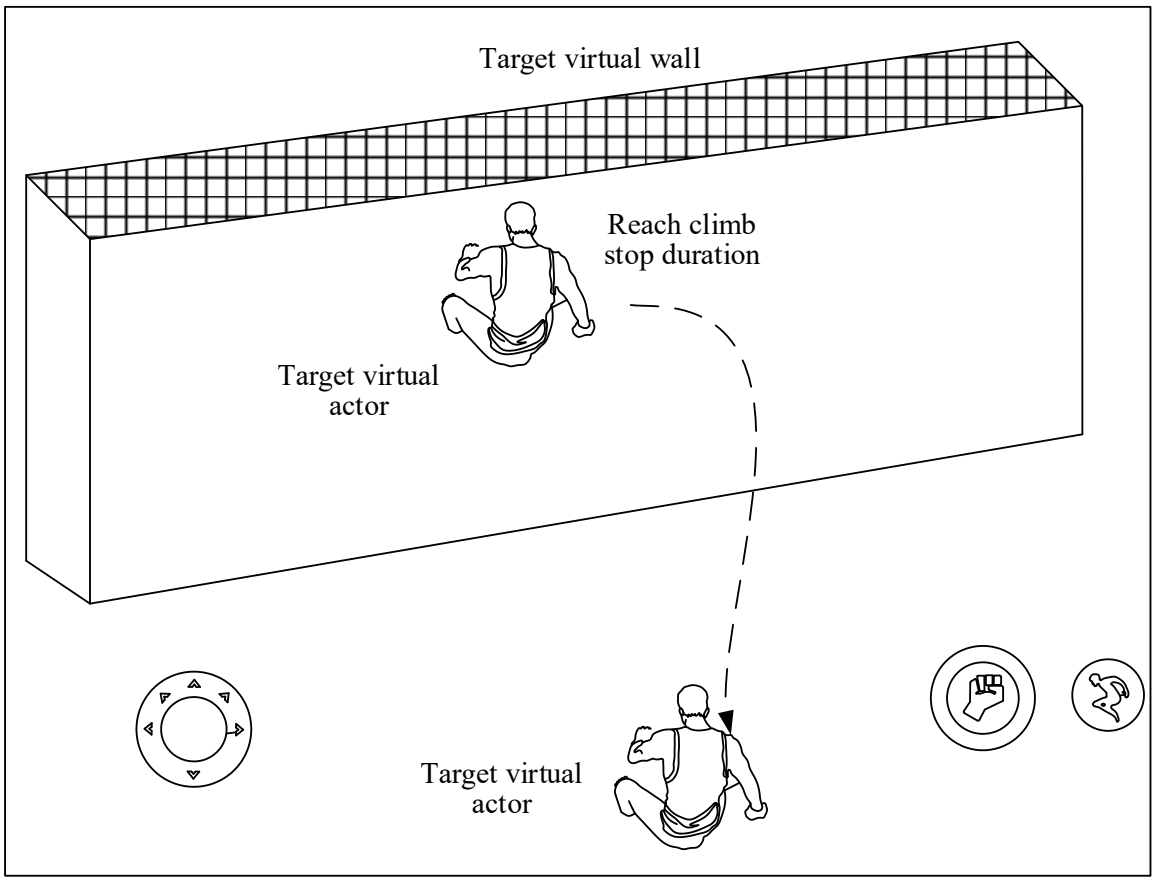

Target virtual wall
Reach climb
stop duration
Target virtual
actor
Target virtual
actor

FIG. 12

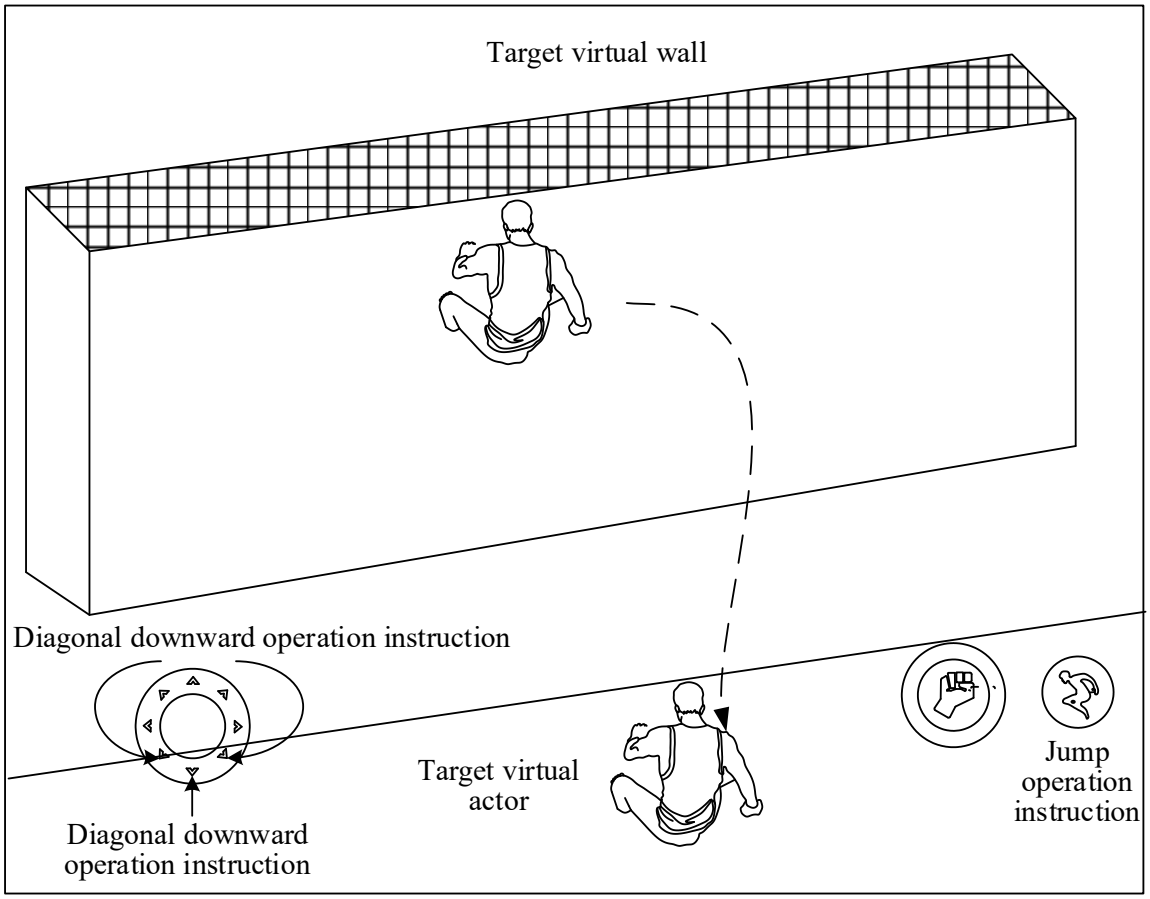

Target virtual wall
Diagonal downward operation instruction
Target virtual actor
Jump operation instruction
Diagonal downward operation instruction

FIG. 13

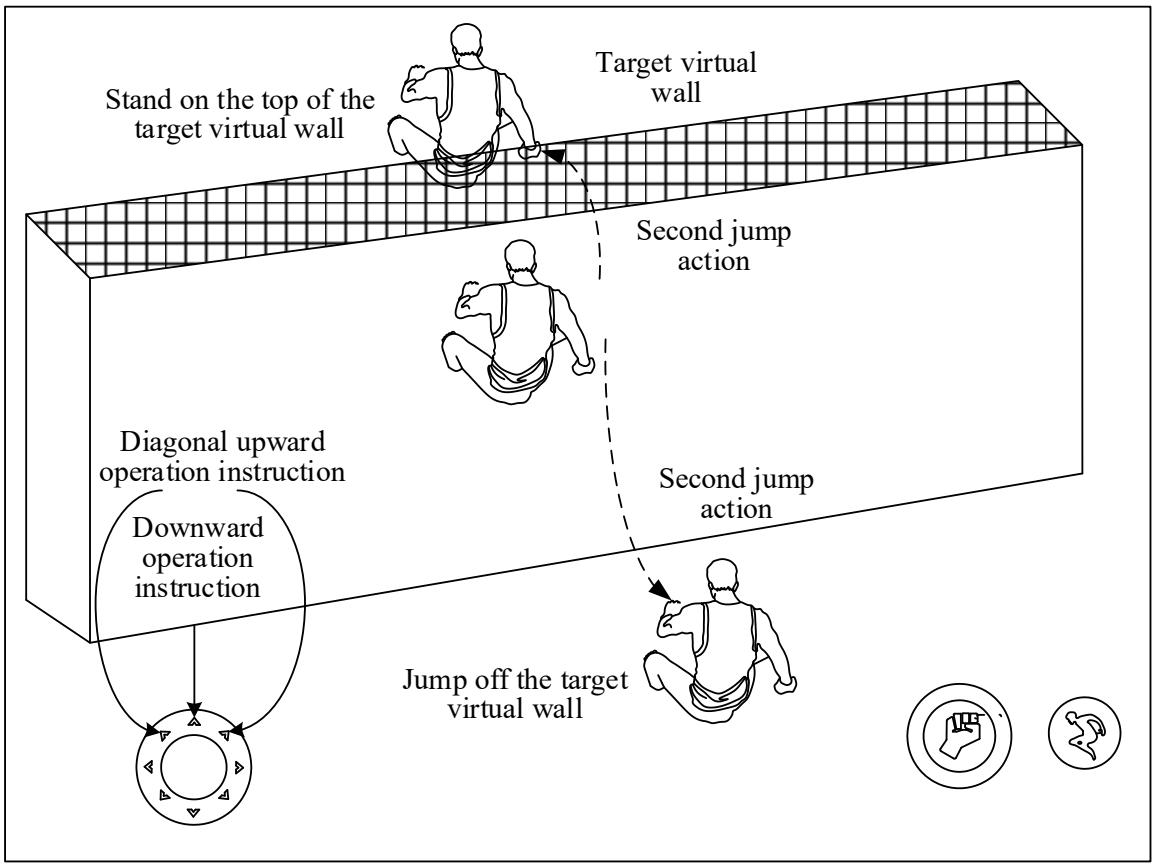

Stand on the top of the target virtual wall
Target virtual wall
Second jump action
Diagonal upward operation instruction
Downward operation instruction
Second jump action
Jump off the target virtual wall

FIG. 14

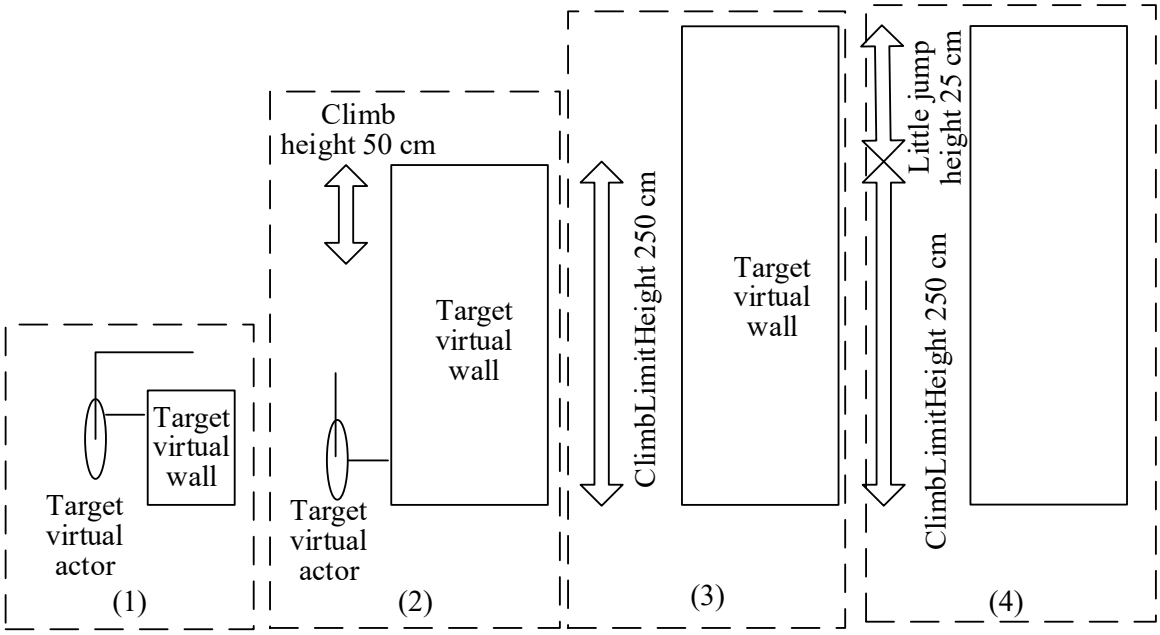

Climb height 50 cm
Target virtual wall
Target virtual actor
Target virtual wall
Target virtual actor
ClimbLimitHeight 250 cm
Target virtual wall
Little jump height 25 cm
ClimbLimitHeight 250 cm
(1)
(2)
(3)
(4)

FIG. 15

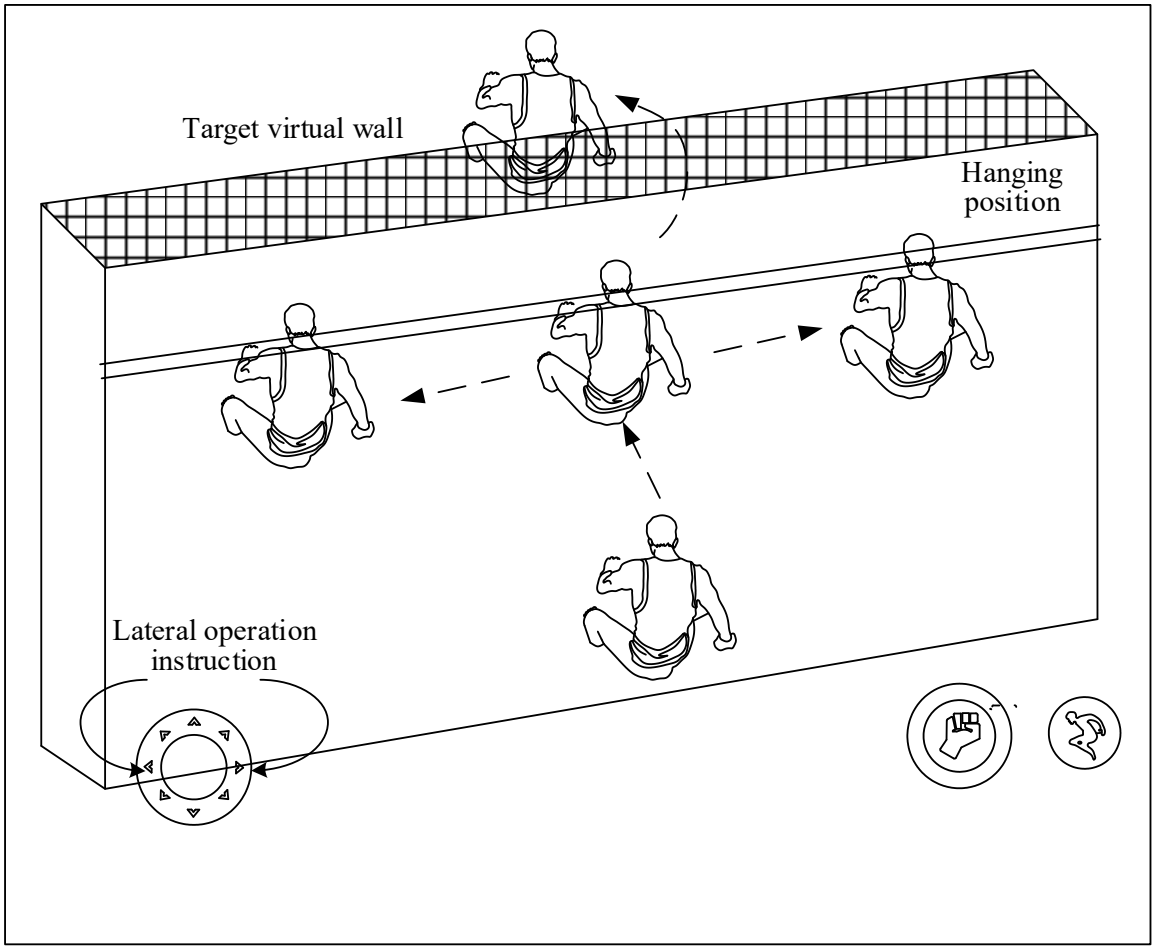

Target virtual wall
Hanging position
Lateral operation instruction

FIG. 16

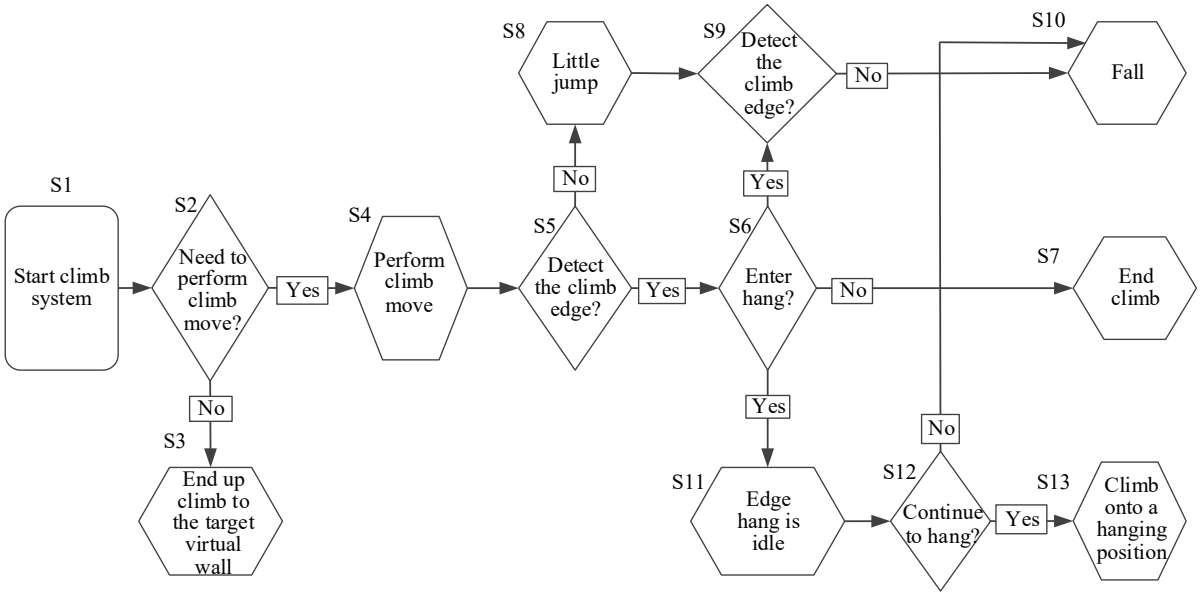

S1
Start climb system
S2
Need to perform climb move?
Yes
No
S3
End up climb to the target virtual wall
S4
Perform climb move
S5
Detect the climb edge?
Yes
No
S6
Enter hang?
Yes
No
S7
End climb
S8
Little jump
S9
Detect the climb edge?
No
Yes
S10
Fall
S11
Edge hang is idle
S12
Continue to hang?
Yes
No
S13
Climb onto a hanging position

FIG. 17

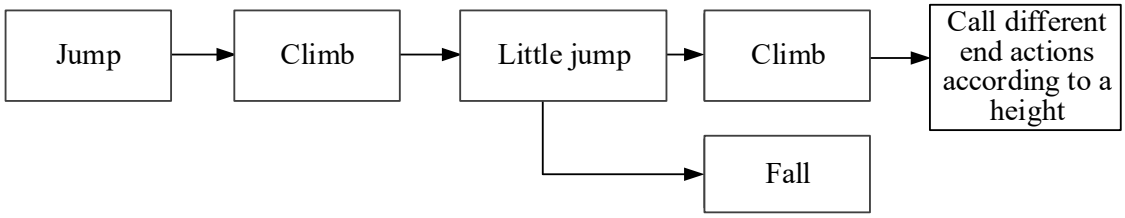


FIG. 18

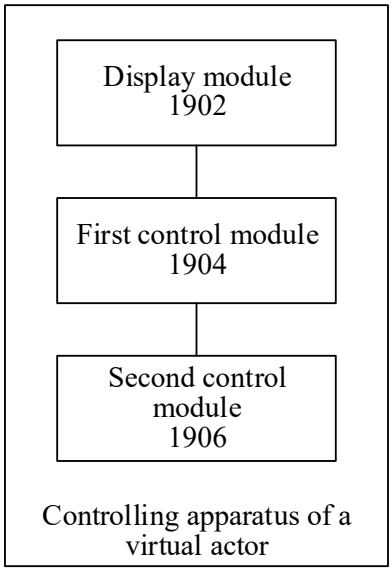


FIG. 19

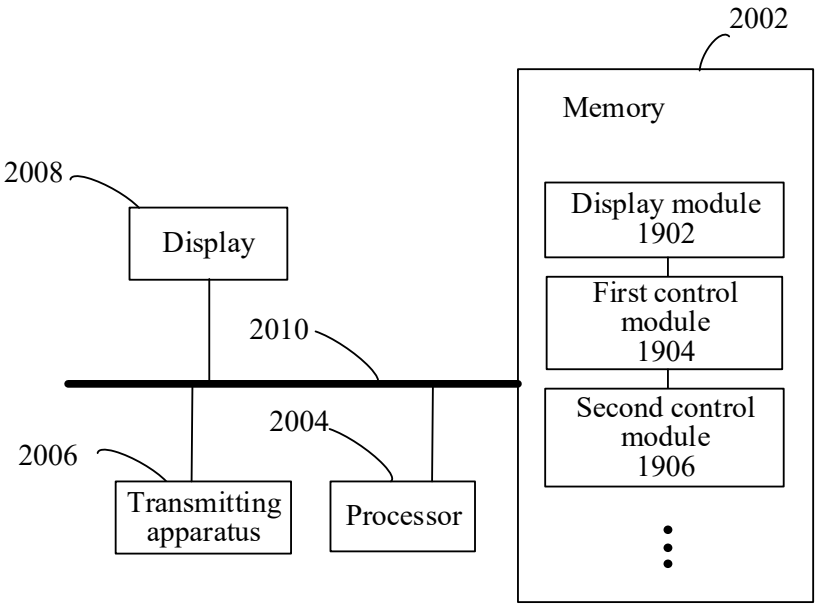


FIG. 20