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(54) Title: GAME INFORMATION PROCESSING METHOD AND APPARATUS, COMPUTER DEVICE, COMPUTER-READABLE STORAGE MEDIUM, AND COMPUTER PROGRAM PRODUCT

(54) 发明名称: 游戏信息处理方法、装置、计算机设备、计算机可读存储介质及计算机程序产品

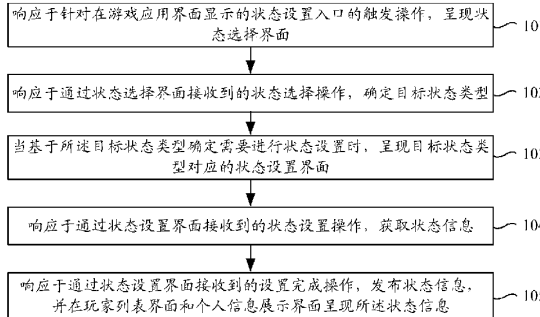


图 4A

- 101 In response to a trigger operation on a status setting entrance displayed on a game application interface, present a status selection interface
- 102 In response to a status selection operation received via the status selection interface, determine a target status type
- 103 When on the basis of the target status type it is determined that status setting is required, present a status setting interface corresponding to the target status type
- 104 In response to a status setting operation received via the status setting interface, obtain status information
- 105 In response to a setting completion operation received via the status setting interface, issuing the status information, and presenting the status information on a player list interface and on a personal information display interface

(57) Abstract: The present application provides a game information processing method and apparatus, a device, and a computer-readable storage medium. The method comprises: in response to a trigger operation on a status setting entrance displayed on a game application interface, presenting a status selection interface, the status selection interface presenting at least one status type to be selected; in response to a status selection operation received via the status selection interface, determining a target status type; when on the basis of

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the target status type it is determined that status setting is required, presenting a status setting interface; in response to a status setting operation received via the status setting interface, obtaining status information, the status information at least comprising status content and interaction permission information; and in response to a setting completion operation received via the status setting interface, issuing the status on the basis of the status information, and presenting the status information on a player list interface and on a personal information display interface.

(57) 摘要: 本申请提供了一种游戏信息处理方法、装置、设备及计算机可读存储介质; 方法包括: 响应于针对在游戏应用界面显示的状态设置入口的触发操作, 呈现状态选择界面, 在状态选择界面中呈现有至少一个待选择状态类型; 响应于通过状态选择界面接收到的状态选择操作, 确定目标状态类型; 当基于目标状态类型确定需要进行状态设置时, 呈现状态设置界面; 响应于通过状态设置界面接收到的状态设置操作, 获取状态信息, 状态信息至少包括状态内容和互动许可信息; 响应于通过状态设置界面接收到的设置完成操作, 基于状态信息发布状态, 并在玩家列表界面和个人信息展示界面呈现状态信息。