CLAIMS

1. A virtual object control method, executed by a computer device, the method comprising:

controlling 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;

searching, based on the target position, for a target virtual object, in response to a triggering operation on a second skill during a period where the first skill takes effect; and

controlling 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;

wherein the controlling the first virtual object to move toward the target position in response to a triggering operation on a first skill comprises:

in response to detecting the triggering operation on the first skill, determining the target position along a movement path corresponding to the first skill; and

controlling the first virtual object to move toward the target position;

wherein the determining the target position on the movement path corresponding to the first skill in response to the triggering operation on the first skill comprises:

in response to detecting the triggering operation on the first skill, and in accordance with a determination that there is an obstacle in the movement path, correcting an end position of the movement path to obtain the target position.

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

marking the target virtual object obtained from the searching.

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

in response to detecting the triggering operation on the first skill, displaying the movement path.

4. The method according to claim 1, wherein the searching, 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 comprises:

in response to detecting the triggering operation on the second skill during the period where the first skill takes effect, using the target position as a search center to determine a skill search range corresponding to the second skill; and

searching within the skill search range to obtain the target virtual object.

5. The method according to claim 4, further comprising:

displaying the skill search range.

6. The method according to any one of claims 1-5, further comprising:

while the first skill is in effect, in response to detecting the triggering operation on the second skill, displaying a skill indication mark of the second skill, wherein the skill indication mark points from the target position to a position of the target virtual object.

7. The method according to claim 6, wherein the displaying the skill indication mark of the second skill comprises:

generating a substitute object corresponding to the first virtual object at the target position, wherein the substitute object is an invisible object;

determining an orientation of the substitute object based on the position of the target virtual object; and

displaying the skill indication mark of the second skill based on the orientation of the substitute object.

8. The method according to any one of claims 1-5, further comprising:

in accordance with a determination that a movement process of the first virtual object is interrupted, updating the target position to a current position of the first virtual object.

9. The method according to any one of claims 1-5, further comprising:

in accordance with a determination that the first skill moves the first virtual object to a position of the second virtual object, updating the target position in real time according to the position of the second virtual object.

10. A computer device, comprising a processor and a memory, the memory storing at least one computer program, and the at least one computer program being loaded and executed by the processor to implement the virtual object control method according to any one of claims 1-9.

11. A computer-readable storage medium, configured to store at least one computer program, the at least one computer program being configured to implement the virtual object control method according to any one of claims 1-9.