CLAIMS

What is claimed is:

1. A battle settlement interface display method, performed by a terminal, the method comprising:

displaying a battle settlement interface of a game battle, the battle settlement interface being used for displaying battle settlement information of at least two user accounts participating in the game battle, the at least two user accounts comprising a first user account and a second user account, a first model corresponding to the first user account being displayed in a model display region of the battle settlement interface, wherein the first model comprises a first control character model and a first playing character model, the first control character model is a first virtual character controlled by the first user account in the game battle, the first playing character model is a second virtual character played by the first user account outside the game battle for controlling the first control character model in the game battle, and the battle settlement information of the first control character model and the first playing character model is displayed in the model display region of the battle settlement interface;

receiving a trigger operation of selecting the second user account; and

displaying a second model corresponding to the second user account in the model display region of the battle settlement interface in replacement of the first model corresponding to the first user account, wherein the second model comprises a second control character model and a second playing character model, the second control character model is a third virtual character controlled by the second user account in the game battle, and the second playing character model is a fourth virtual character played by the second user account outside the game battle for controlling the second control character model in the game battle, and the battle settlement information of the second control character model and the second playing character model is displayed in the model display region of the battle settlement interface.

2. The method according to claim 1, wherein the battle settlement interface further includes information display regions respectively corresponding to the at least two user accounts, and the information display region corresponding to the second user account is used for displaying the battle settlement information of the second user account; and

the receiving a trigger operation of selecting the second user account comprises:

receiving the trigger operation on the information display region corresponding to the

second user account.

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

performing a distinguishable display on the information display region corresponding to the second user account in response to receiving the trigger operation, wherein

the distinguishable display comprises at least one of highlighting the information display region, changing color of the information display region, displaying text in the information display region in bold, and displaying a check box in the information display region.

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

displaying chart battle settlement information of the second user account in response to receiving the trigger operation, wherein the chart battle settlement information comprises at least one type of chart information.

5. The method according to claim 1, wherein the battle settlement interface further includes information display regions respectively corresponding to the at least two user accounts, each information display region is used for displaying the battle settlement information of a corresponding user account, and a display of the information display region in the battle settlement interface has an arrangement order; and

the receiving a trigger operation of selecting the second user account comprises:

receiving a switching operation on the model display region, wherein the switching operation is used for determining the second user account in combination with the arrangement order.

6. The method according to any one of claims 1 to 5, wherein before the displaying a battle settlement interface of a game battle, the method further comprises:

displaying a battle performance display interface of a master user account, wherein the master user account is a user account currently logged in on a client, the battle performance display interface including performance information of the master user account in the game battle and a master model corresponding to the master user account, and the master model is a virtual character model corresponding to the master user account.

7. The method according to claim 6, wherein the first user account comprises the master user account, and the first model comprises the master model; and the method further comprises:

displaying a transition animation of the master model from the battle performance display

interface to the battle settlement interface, wherein the model display region of the battle settlement interface displays the master model.

8. The method according to any one of claims 1 to 5, wherein the displaying a battle settlement interface of a game battle comprises:

transmitting a battle settlement request to a server in response to that the game battle is over;

displaying, in response to receiving battle settlement information transmitted by the server, the battle settlement interface of the game battle according to the battle settlement information, wherein the battle settlement information comprises model information respectively corresponding to the at least two user accounts participating in the game battle; and

the displaying a second model corresponding to the second user account in the model display region of the battle settlement interface comprises:

displaying the second model corresponding to the second user account in the model display region of the battle settlement interface according to the model information corresponding to the second user account.

9. The method according to claim 8, wherein the model information corresponding to the second user account further comprises dressing information of the second model; and

the displaying the second model corresponding to the second user account in the model display region of the battle settlement interface according to the model information corresponding to the second user account comprises:

displaying the second model in a second dressing style in the model display region of the battle settlement interface according to the model information corresponding to the second user account, wherein the second dressing style is determined according to the dressing information.

10. A battle settlement interface display apparatus, comprising:

a display module, configured to display a battle settlement interface of a game battle, the battle settlement interface being used for displaying battle settlement information of at least two user accounts participating in the game battle, the at least two user accounts comprising a first user account and a second user account, displaying a first model corresponding to the first user account being displayed in a model display region of the battle settlement interface, wherein the first model comprises a first control character model and a first playing character model, the first control character model is a first virtual character controlled by the first user account in the game

battle, the first playing character model is a second virtual character played by the first user account outside the game battle for controlling the first control character model in the game battle and the battle settlement information of the first control character model and the first playing character model is displayed in the model display region of the battle settlement interface;

an interaction module, configured to receive a trigger operation of selecting the second user account; and

the display module is further configured to display a second model corresponding to the second user account in the model display region of the battle settlement interface, in replacement of the first model corresponding to the first user account, wherein the second model comprises a second control character model and a second playing character model, the second control character model is a third virtual character controlled by the second user account in the game battle, and the second playing character model is a fourth virtual character played by the second user account outside the game battle for controlling the second control character model in the game battle, and the battle settlement information of the second control character model and the second playing character model is displayed in the model display region of the battle settlement interface.

11. The apparatus according to claim 10, wherein the battle settlement interface further displays information display regions respectively corresponding to the at least two user accounts, and the information display region corresponding to the second user account is used for displaying the battle settlement information of the second user account; and

the interaction module is further configured to receive the trigger operation on the information display region corresponding to the second user account.

12. The apparatus according to claim 11, wherein the display module is further configured to perform a distinguishable display on the information display region corresponding to the second user account in response to receiving the trigger operation, wherein

the distinguishable display comprises at least one of highlighting the information display region, changing color of the information display region, displaying text in the information display region in bold, and displaying a check box in the information display region.

13. A computer device, comprising one or more processors and memories, the one or more memories storing computer-readable instructions, the computer-readable instructions, when

executed by the one or more processors, implementing the battle settlement interface display method according to any one of claims 1 to 9.

14. One or more non-transitory computer-readable storage media storing computer-readable instructions, the non-transitory computer-readable storage media storing the computer-readable instructions, the computer-readable instructions, when executed by one or more processors, implementing the battle settlement interface display method according to any one of claims 1 to 9.

15. A computer program product, comprising computer-readable instructions, the computer-readable instructions, when executed by one or more processors, implementing the battle settlement interface display method according to any one of claims 1 to 9.