

ABSTRACT

An item synthesis method, comprising: displaying an item list of a target account in a display interface where a virtual game scene is displayed, the item list comprising item icons of items acquired by the target account (S202); in response to a dragging operation executed on the item icon of a first item in the item list, displaying a preview item icon of a synthesized item matching the first item in a preview state, the synthesized item being an item obtained after the first item and a second item in a candidate synthesis state are synthesized; determining a target synthesized item matching an operation trajectory end point of the dragging operation, and displaying synthesis progress information for synthesizing the target synthesized item (S204); and when the synthesis progress information indicates that the synthesis has not been completed, canceling the synthesis of the target synthesized item in response to a cancellation operation triggered on the synthesis progress information (S206).