CLAIMS

~~What is claimed is:~~

1. A virtual object control method, performed by a terminal, the method comprising:

displaying a display picture corresponding to a virtual environment and displaying a particular attack control, wherein the particular attack control is configured for controlling a first virtual object in the virtual environment to perform at least two different behaviors;

determining, in response to a touch operation for the particular attack control, a target behavior from the at least two different behaviors according to resources associated with the first virtual object, wherein the resources are consumed items for performing a behavior corresponding to the particular attack control; and

controlling the first virtual object to perform the target behavior,

wherein the determining the target behavior from the at least two different behaviors according to resources associated with the first virtual object comprises:

obtaining a quantity of the resources associated with the first virtual object; and determining the target behavior from the at least two different behaviors according to a value range to which the quantity belongs; or

obtaining a quantity of the resources associated with the first virtual object; determining an operation attribute of the touch operation; and determining the target behavior from the at least two different behaviors based on the quantity and the operation attribute.

~~2. The method according to claim 1, wherein the determining the target behavior from the at least two different behaviors according to resources associated with the first virtual object comprises:~~

~~obtaining a quantity of the resources associated with the first virtual object; and~~

~~determining the target behavior from the at least two different behaviors according to a value range to which the quantity belongs.~~

~~3~~2. The method according to claim ~~2~~1, wherein the at least two different behaviors comprise a first behavior, a second behavior, and a third behavior; and

the determining the target behavior from the at least two different behaviors according to the value range to which the quantity belongs comprises:

determining the target behavior as the first behavior when the quantity belongs to a first value

range;

determining the target behavior as the second behavior when the quantity belongs to a second value range; and

determining the target behavior as the third behavior when the quantity belongs to a third value range, wherein the first value range, the second value range, and the third value range are pairwise independent and have no intersection.

~~4. The method according to claim 1, wherein the determining the target behavior from the at least two different behaviors according to resources associated with the first virtual object comprises:~~

~~obtaining a quantity of the resources associated with the first virtual object; and~~

~~determining an operation attribute of the touch operation; and~~

~~determining the target behavior from the at least two different behaviors based on the quantity and the operation attribute.~~

~~5~~3. The method according to claim ~~4~~1, wherein the at least two different behaviors comprise a first behavior, a second behavior, and a third behavior; and

the determining the target behavior from the at least two different behaviors based on the quantity and the operation attribute comprises:

determining the target behavior as the first behavior when the quantity belongs to a first value range and the operation attribute is a first operation attribute;

determining the target behavior as the second behavior when the quantity belongs to a second value range and the operation attribute is the first operation attribute; and determining the target behavior as the first behavior when the quantity belongs to the second value range and the operation attribute is a second operation attribute; and

determining the target behavior as the third behavior when the quantity belongs to a third value range and the operation attribute is the first operation attribute;

determining the target behavior as the first behavior when the quantity belongs to the third value range and the operation attribute is the second operation attribute; and

determining the target behavior as the second behavior when the quantity belongs to the third value range and the operation attribute is a third operation attribute.

~~6~~4. The method according to claim ~~4~~1, wherein the at least two different behaviors comprise a

first behavior, a second behavior, and a third behavior; and

the determining the target behavior from the at least two different behaviors based on the quantity and the operation attribute comprises:

determining the target behavior as the first behavior when the operation attribute is a first operation attribute and the quantity is greater than a first threshold;

determining the target behavior as the second behavior when the operation attribute is a second operation attribute and the quantity is greater than a second threshold; and determining the target behavior as the first behavior when the operation attribute is the second operation attribute and the quantity is less than the second threshold and greater than the first threshold; and

determining the target behavior as the third behavior when the operation attribute is a third operation attribute and the quantity is greater than a third threshold; determining the target behavior as the second behavior when the operation attribute is the third operation attribute and the quantity is less than the third threshold and greater than the second threshold; and determining the target behavior as the first behavior when the operation attribute is the third operation attribute and the quantity is less than the second threshold and greater than the first threshold.

~~7~~5. The method according to claim ~~3~~2, ~~5~~3, or ~~6~~4, wherein

the first behavior is configured for fighting back against an attack behavior of a second virtual object;

the second behavior is configured for reducing a movement speed of the second virtual object and increasing health points of the first virtual object when health points of the second virtual object are reduced; and

the third behavior is configured for clearing the health points of the second virtual object when the health points of the second virtual object is less than a target value, wherein

the second virtual object is a virtual object in a camp different from that of the first virtual object.

~~8~~6. The method according to claim ~~3~~2, ~~5~~3, or ~~6~~4, wherein the at least two different behaviors further comprise a fourth behavior, and the fourth behavior is an ordinary attack behavior; and

the determining the target behavior from the at least two different behaviors according to resources associated with the first virtual object comprises:

determining the target behavior as the fourth behavior when the quantity is less than the first threshold;

or

determining the target behavior as the fourth behavior when the quantity is greater than the first threshold and the operation attribute of the touch operation is a fourth operation attribute.

~~9~~7. The method according to any one of claims 1 to ~~6~~4, further comprising:

displaying a function switch control, the function switch control being configured for enabling or disabling a function of collecting the resources;

disabling, when the function of collecting the resources is in an enabled state, the function of collecting the resources for the first virtual object in response to a touch operation for the function switch control; and

enabling, when the function of collecting the resources is in a disabled state, the function of collecting the resources for the first virtual object in response to a touch operation for the function switch control.

~~10~~8. The method according to any one of claims 1 to ~~6~~4, further comprising:

determining a resource increase quantity of the first virtual object when a resource increase operation is detected; and

updating the quantity of the resources associated with the first virtual object according to the resource increase quantity.

~~11~~9. The method according to claim ~~10~~8, wherein the resource increase operation comprises at least one of the following:

the first virtual object killing a second virtual object;

the first virtual object causing health points of the second virtual object to lose;

the first virtual object performing a fifth behavior;

a touch operation for an operation control corresponding to the fifth behavior; or

the first virtual object obtaining a resource increase prop,

wherein the second virtual object is a virtual object in a camp different from that of the first virtual object.

~~12~~10. The method according to any one of claims 1 to ~~6~~4, wherein after the controlling the first virtual object to perform the target behavior, the method further comprises:

determining a resource decrease quantity of the first virtual object; and

updating the quantity of the resources associated with the first virtual object according to the resource decrease quantity.

~~13~~11. A virtual object control apparatus, comprising:

a control display module, configured to display a display picture corresponding to a virtual environment and to display a particular attack control, wherein the particular attack control is configured for controlling a first virtual object in the virtual environment to perform at least two different behaviors;

a behavior determining module, configured to determine, in response to a touch operation for the particular attack control, a target behavior from the at least two different behaviors according to resources associated with the first virtual object, wherein the resources are consumed items for performing a behavior corresponding to the particular attack control; and

a behavior execution module, configured to control the first virtual object to perform the target behavior,

wherein the behavior determining module is further configured to:

obtain a quantity of the resources associated with the first virtual object; and determine the target behavior from the at least two different behaviors according to a value range to which the quantity belongs; or

obtain a quantity of the resources associated with the first virtual object; determine an operation attribute of the touch operation; and determine the target behavior from the at least two different behaviors based on the quantity and the operation attribute.

~~14~~12. A terminal, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, and the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to implement the virtual object control method according to any one of claims 1 to ~~12~~10.

~~15~~13. A computer-readable storage medium, storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by a processor to implement the virtual object control method according to any one of claims 1 to ~~12~~10.