CLAIMS

1. A method for processing a virtual character, performed by a first terminal device, the method comprising:

displaying a first character selection interface of a first account of a multiplayer interactive service, the first character selection interface displaying identification information of a plurality of accounts and a plurality of candidate virtual characters, the plurality of accounts participating in the multiplayer interactive service through respective virtual characters;

in response to receiving in the first character selection interface a character recommendation operation including a selection of a first recommended virtual character from the plurality of candidate virtual characters and a selection of a second account from the plurality of accounts, and transmitting character recommendation information to a second terminal device corresponding to the second account, the character recommendation information being a recommendation for the second account to use the first recommended virtual character to participate in the multiplayer interactive service; and

displaying, in the first character selection interface in a case that the second account selects the first recommended virtual character, indication information that the first recommended virtual character is selected by the second account;

wherein in response to receiving in the first character selection interface the character recommendation operation of the first account corresponding to the first terminal device, determining the first recommended virtual character from the plurality of candidate virtual characters, and determining the second account from the plurality of accounts comprises:

in response to receiving a selection operation selecting a virtual character in the plurality of candidate virtual characters, determining the selected virtual character as the first recommended virtual character, and switching an account selection control displayed in the first character selection interface from an untriggerable state to a triggerable state;

displaying at least one candidate account in the plurality of accounts in response to a trigger operation on the account selection control, wherein the at least one candidate account satisfies a first condition and is selected from the plurality of accounts; and

determining, in response to a selection operation selecting an account in the at least one candidate account, the selected account as the second account.

2. The method according to claim 1, wherein the first condition comprising at least one of the following: the account has not selected a virtual character, or recommendation to use a virtual character is allowed for the account.

3. The method according to claim 1, wherein in response to receiving in the first character selection interface the character recommendation operation of the first account corresponding to the first terminal device, determining the first recommended virtual character from the plurality of candidate virtual characters, and determining the second account from the plurality of accounts comprises:

in response to a gesture swipe operation from a display region of a virtual character to a display region of an account, determining a virtual character corresponding to a start position of the gesture swipe operation as the first recommended virtual character, and determining an account corresponding to an end position of the gesture swipe operation as the second account.

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

prior to the gesture swipe operation, receiving a tap or long press operation on the virtual character and determining the virtual character as the first recommended virtual character.

5. The method according to claim 1, wherein in response to receiving in the first character selection interface the character recommendation operation of the first account corresponding to the first terminal device, determining the first recommended virtual character from the plurality of candidate virtual characters, and determining the second account from the plurality of accounts comprises:

in response to a selection operation for any virtual character in the first character selection interface, determining the selected virtual character as the first recommended virtual character, and displaying at least one candidate account in the plurality of accounts around an operation position of the selection operation; and

in response to a swipe operation from the operation position of the selection operation to a display region of any account in at least one candidate account displayed around, determining an account corresponding to an end position of the swipe operation as the second account.

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

displaying a character display interface in response to selecting a target virtual character

in the plurality of candidate virtual characters by the first account to participate in the multiplayer interactive service, the character display interface displaying the target virtual character selected by the first account, and the character display interface displaying an interface switching control; and

switching, in response to an operation for the interface switching control, the character display interface to display the first character selection interface.

7. The method according to claim 1, wherein

the plurality of candidate virtual characters displayed in the first character selection interface of the first account satisfy a second condition;

the second condition comprising: the plurality of candidate virtual characters correspond to a target virtual character that is selected by the first account for participating in the multiplayer interactive service.

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

indicating recommendation priorities of candidate accounts after the first recommended virtual character is selected by the first account.

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

receiving at least one second character recommendation information from one or more third accounts, the at least one second character recommendation information indicating one or more second recommended virtual characters for the first account;

in response to receiving the at least one second character recommendation information, displaying a selection control of the first account for selecting a target virtual character from among the one or more second recommended virtual characters, wherein the selection control displays an identifier of a third account among the one or more third accounts that transmitted second character recommendation information indicating the target virtual character.

10. A method for processing a virtual character, performed by a second terminal device, the method comprising:

displaying a character selection interface of a multiplayer interactive service, the character selection interface displaying identification information of a plurality of accounts and a plurality of candidate virtual characters, the plurality of accounts participating in the multiplayer interactive service through respective virtual characters;

receiving at least one first character recommendation information from one or more first accounts, the at least one first character recommendation information indicating for a second account corresponding to the second terminal device one or more first recommended virtual characters; and

displaying a selection control for selecting a target virtual character from among the one or more first recommended virtual characters in the character selection interface, the selection control displays an identifier of a first account among the one or more first accounts that transmitted the first character recommendation information indicating the target virtual character;

wherein a first character selection interface of the first account is displayed on a first terminal device, in response to receiving a selection operation selecting a virtual character in a plurality of candidate virtual characters displayed on the first character selection interface, the first terminal device determines the selected virtual character as one of the one or more first recommended virtual characters, and switching an account selection control displayed in the first character selection interface from an untriggerable state to a triggerable state; the first terminal device displays at least one candidate account in a plurality of accounts in response to a trigger operation on the account selection control, wherein the at least one candidate account satisfies a first condition and is selected from the plurality of accounts; and the first terminal device determines, in response to a selection operation selecting an account in the at least one candidate account, the selected account as the second account.

11. The method according to claim 10, wherein the one or more first recommended virtual characters include plural first recommended virtual characters received from the one or more first accounts; and

the plural first recommended virtual characters are displayed in the selection control one by one sequentially over a time period.

12. The method according to claim 10, wherein

the one or more first recommended virtual characters include plural first recommended virtual characters received from the one or more first accounts.

13. The method according to claim 10, wherein

the one or more first recommended virtual characters include plural first recommended virtual characters received from the one or more first accounts; and

the plural first recommended virtual characters are displayed in the selection control in an order based on respective time of receipt of each of the plural first recommended virtual characters.

14. An apparatus for processing a virtual character, comprising:

an interface display module, configured to display a first character selection interface of a first account of a multiplayer interactive service, the first character selection interface displaying identification information of a plurality of accounts and a plurality of candidate virtual characters, the plurality of accounts participating in the multiplayer interactive service through respective virtual characters;

an information transmission module, configured to: in response to receiving in the first character selection interface a character recommendation operation including a selection of a first recommended virtual character from the plurality of candidate virtual characters and a selection of a second account from the plurality of accounts, and transmit character recommendation information to a second terminal device corresponding to the second account, the character recommendation information being a recommendation for the second account to use the first recommended virtual character to participate in the multiplayer interactive service; and

an information display module, configured to display, in the first character selection interface in a case that the second account selects the first recommended virtual character, indication information that the first recommended virtual character is selected by the second account;

wherein the interface display module is further configured to:

determine, in response to receiving a selection operation selecting a virtual character in the plurality of candidate virtual characters, the selected virtual character as the first recommended virtual character, and switching an account selection control displayed in the first character selection interface from an untriggerable state to a triggerable state;

display at least one candidate account in the plurality of accounts in response to a trigger operation on the account selection control, wherein the at least one candidate account satisfies a first condition and is selected from the plurality of accounts; and

determine, in response to a selection operation selecting an account in the at least one candidate account, the selected account as the second account.

15. An apparatus for processing a virtual character, comprising:

an interface display module, configured to display a character selection interface of a multiplayer interactive service, the character selection interface displaying identification information of a plurality of accounts and a plurality of candidate virtual characters; the plurality of accounts participating in the multiplayer interactive service through respective virtual characters;

an information receiving module, configured to receive at least one character recommendation information from one or more first accounts, the at least one character recommendation information being indicating for a second account corresponding to a second terminal device one or more first recommended virtual characters; and

a control display module, configured to display a selection control for selecting a target virtual character from among the one or more first recommended virtual characters in the character selection interface, the selection control displays an identifier of a first account among the one or more first accounts that transmitted the first character recommendation information indicating the target virtual character;

wherein a first character selection interface of the first account is displayed on a first terminal device, in response to receiving a selection operation selecting a virtual character in a plurality of candidate virtual characters displayed on the first character selection interface, the first terminal device determines the selected virtual character as one of the one or more first recommended virtual characters, and switching an account selection control displayed in the first character selection interface from an untriggerable state to a triggerable state; the first terminal device displays at least one candidate account in a plurality of accounts in response to a trigger operation on the account selection control, wherein the at least one candidate account satisfies a first condition and is selected from the plurality of accounts; and the first terminal device determines, in response to a selection operation selecting an account in the at least one candidate account, the selected account as the second account.

16. A terminal device, comprising a processor and a memory, the memory 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 the processor to implement the method according to any one of claims 1 to 9, or implement the method according to any one of claims 10 to 13.

17. A computer-readable storage medium, the 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 method according to any one of claims 1 to 9, or implement the method according to any one of claims 10 to 13.

18. A computer program product, the computer program product comprising computer instructions, the computer instructions being stored in a computer-readable storage medium, a processor reading the computer instructions from the computer-readable storage medium, and executing the computer instructions, to implement the method according to any one of claims 1 to 9, or implement the method according to any one of claims 10 to 13.