

METHOD AND DEVICE FOR SHOOTING GAME TO LOCK SHOOTING CONTINUOUSLY

Abstract

The invention provides a method and a device which determine
5 whether a player performs a locking shooting on a lockable target
object or not by a shooting element. If the player performs locking
shooting, at least one locking position is generated on the lockable
target object, and the shooting element selects any one of the at least
one locking position to lock a shooting. When the locking position is
10 away from the display screen, the shooting element is enabled to
select any locking position which is not away from the display screen
to relock the shooting. When the locking shooting is released or all
locking positions are away from the display screen, the shooting
element unlocks the shooting. Accordingly, as long as any locking
15 position of the lockable target object is still on the display screen, a
locking shooting state is maintained to meet the requirement of the
player.

FIG. 2