CLAIMS

1. An object jump control method, performed by a computer device, comprising:

determining, in a process that a first virtual object in a virtual scene moves to a destination, a target landing point of the first virtual object according to a position of the destination when a current position of the first virtual object meets a jump condition; wherein the first virtual object is an artificial intelligence (AI) object, and the jump condition comprises: there being no walking path between the current position of the first virtual object and the destination, or there being an obstacle in front of the current position of the first virtual object in a direction of a shortest path between the current position and the destination;

determining, according to the current position and the target landing point, a jump trajectory of the first virtual object jumping from the current position to the target landing point; and

controlling the first virtual object to jump from the current position to the target landing point according to the jump trajectory.

2. The method according to claim 1, wherein the determining a target landing point of the first virtual object according to a position of the destination when a current position of the first virtual object meets a jump condition comprises any one of the following:

determining, based on a walking region of the destination, a target landing point located in the walking region when the current position meets the jump condition, a walking path existing between any position in the walking region and the destination;

determining a position that is closest to the destination in the virtual scene as the target landing point when the current position meets the jump condition;

determining an adjacent position of the destination in the virtual scene as the target landing point when the current position meets the jump condition; or

determining the destination as the target landing point when the current position meets the jump condition.

3. The method according to claim 2, wherein the determining, based on a walking region of the destination, a target landing point located in the walking region comprises any one of the following:

obtaining, according to a maximum jump speed of the first virtual object, a target landing point corresponding to the maximum jump speed in the walking region; or

obtaining a selected position in the walking region, and determining the selected position as

the target landing point.

4. The method according to claim 1, wherein the destination refers to a current position of a target virtual object in the virtual scene, or a selected position in the virtual scene.

5. The method according to claim 1, wherein the determining, according to the current position and the target landing point, a jump trajectory of the first virtual object jumping from the current position to the target landing point comprises:

determining a jump speed of the first virtual object at the current position according to the current position and the target landing point; and

determining the jump trajectory of the first virtual object from the current position to the target landing point according to the jump speed.

6. The method according to claim 1, wherein before the determining, according to the current position and the target landing point, a jump trajectory of the first virtual object jumping from the current position to the target landing point, the method further comprises:

moving the first virtual object when there is a jump obstacle between the current position and the destination, and obtaining a current position of the first virtual object after the movement, a distance between the first virtual object after the movement and the target landing point being greater than a distance between the first virtual object before the movement and the target landing point.

7. The method according to claim 1, wherein the controlling the first virtual object to jump from the current position to the target landing point according to the jump trajectory comprises:

obtaining, according to the jump trajectory, a plurality of aerial positions of the first virtual object after leaving the current position and before reaching the target landing point;

obtaining a plurality of intermediate images of the first virtual object based on the plurality of aerial positions, each intermediate image being used for displaying the first virtual object located at an aerial position; and

playing the plurality of intermediate images based on a play sequence of the plurality of intermediate images.

8. An object jump control apparatus, comprising:

a determining module, configured to determine, in a process that a first virtual object in a virtual scene moves to a destination, a target landing point of the first virtual object according to a position of the destination when a current position of the first virtual object meets a jump condition;

wherein the first virtual object is an artificial intelligence (AI) object, and the jump condition comprises: there being no walking path between the current position of the first virtual object and the destination, or there being an obstacle in front of the current position of the first virtual object in a direction of a shortest path between the current position and the destination;

the determining module being further configured to determine, according to the current position and the target landing point, a jump trajectory of the first virtual object jumping from the current position to the target landing point; and

a jump control module, configured to control the first virtual object to jump from the current position to the target landing point according to the jump trajectory.

9. A computer device, comprising a memory and a processor, the memory storing computer-readable instructions, the computer-readable instructions, when executed by the processor, causing the processor to perform operations of the method according to any one of claims 1 to 7.

10. One or more non-volatile storage media storing computer-readable instructions, the computer-readable instructions, when executed by one or more processors, causing the one or more processors to perform operations of the method according to any of claims 1 to 7.