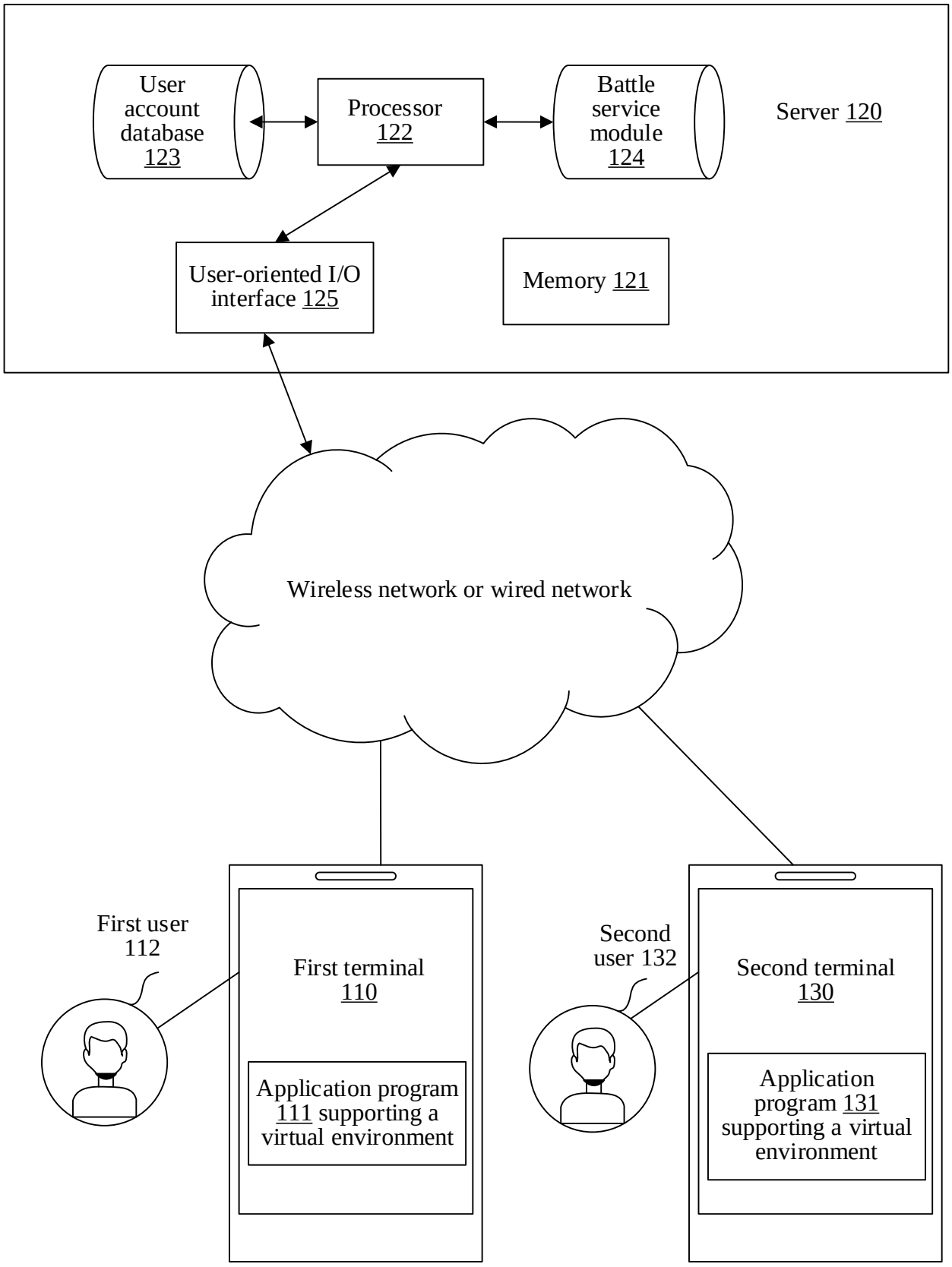

User account database 123
Processor 122
Battle service module 124
Server 120
User-oriented I/O interface 125
Memory 121
Wireless network or wired network
First user 112
First terminal 110
Application program 111 supporting a virtual environment
Second user 132
Second terminal 130
Application program 131 supporting a virtual environment

FIG. 1

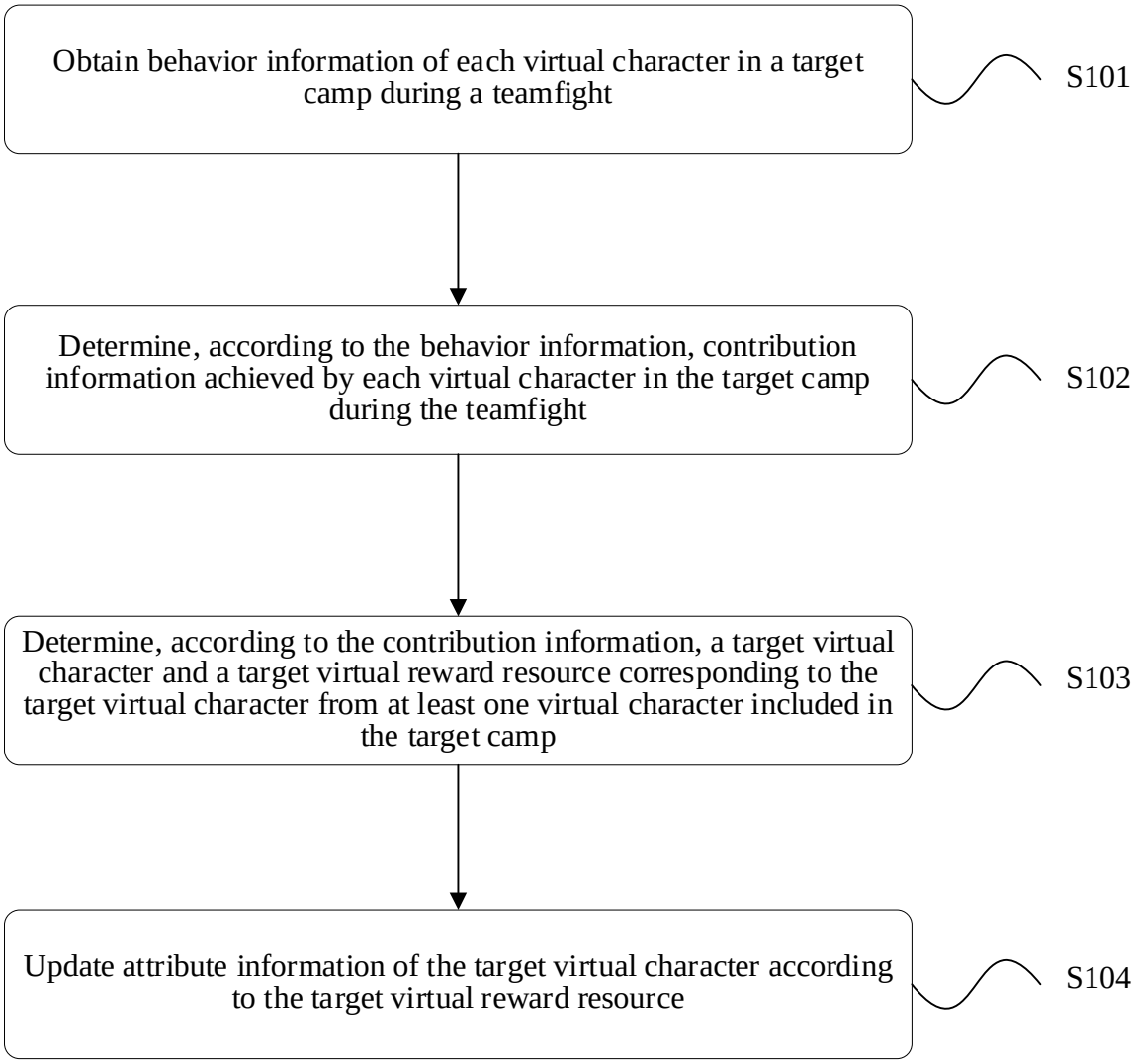

Obtain behavior information of each virtual character in a target camp during a teamfight
S101
Determine, according to the behavior information, contribution information achieved by each virtual character in the target camp during the teamfight
S102
Determine, according to the contribution information, a target virtual character and a target virtual reward resource corresponding to the target virtual character from at least one virtual character included in the target camp
S103
Update attribute information of the target virtual character according to the target virtual reward resource
S104

FIG. 2

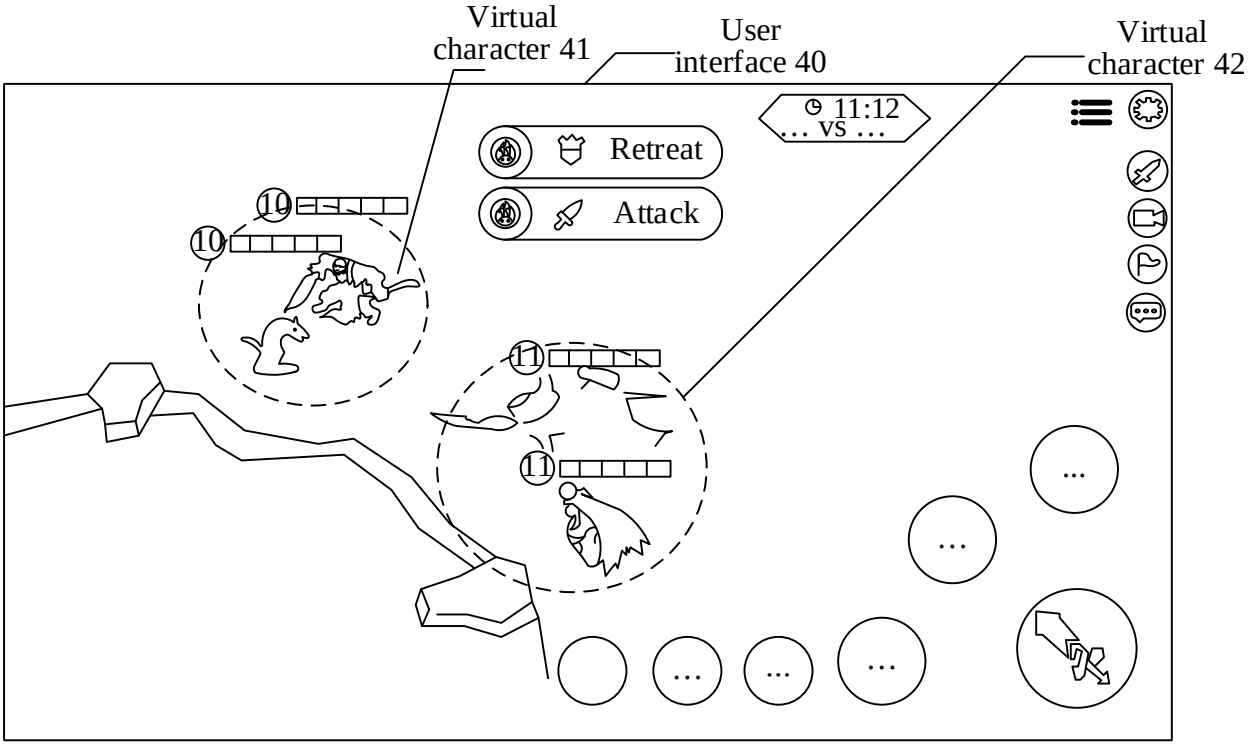

Virtual character 41
User interface 40
Virtual character 42
11:12
... vs ...
Retreat
Attack
10
10
11
11
...
...
...
...
...

FIG. 3

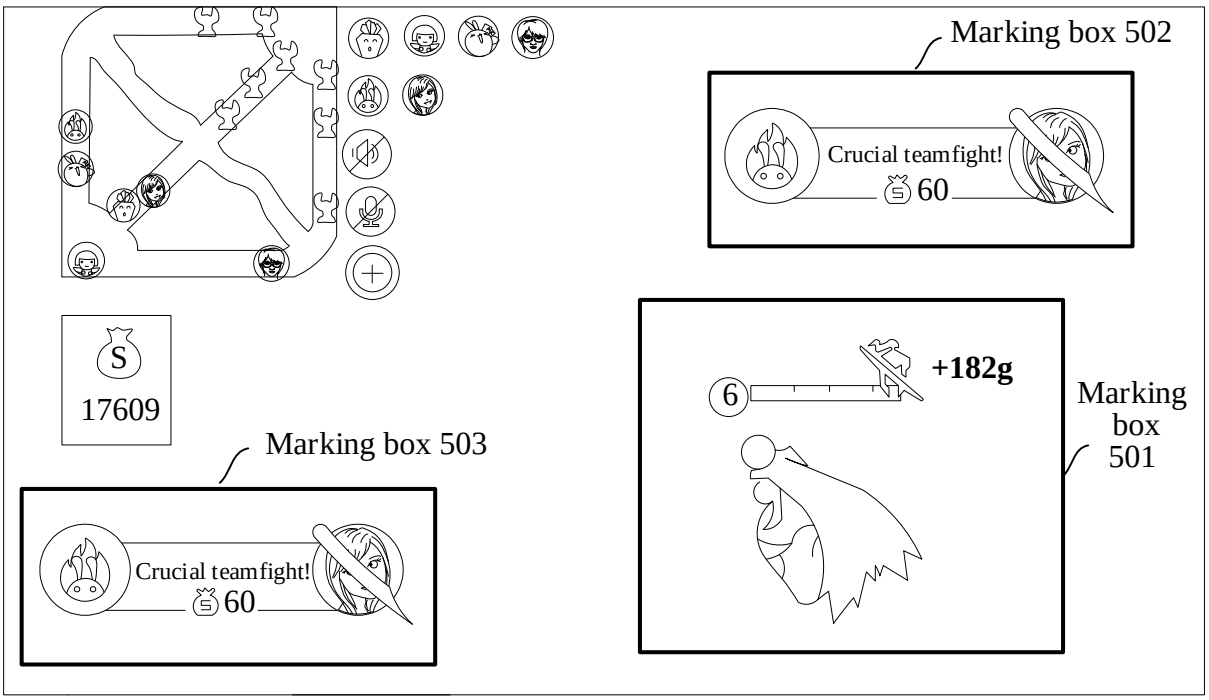
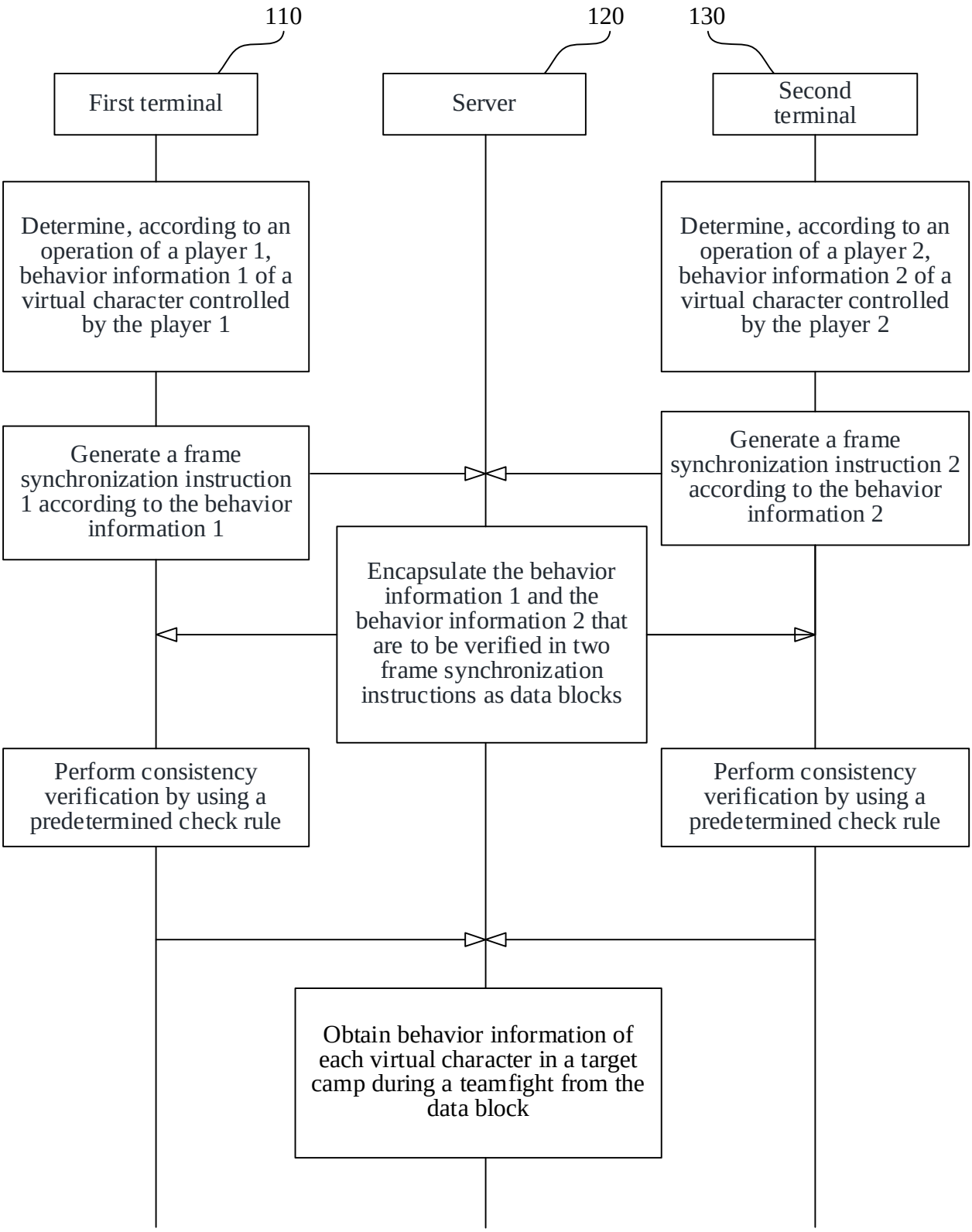

Marking box 502
Crucial teamfight!
60
S
17609
Marking box 503
Crucial teamfight!
60
6
+182g
Marking box 501

FIG. 4


110
120
130
First terminal
Server
Second terminal
Determine, according to an operation of a player 1, behavior information 1 of a virtual character controlled by the player 1
Determine, according to an operation of a player 2, behavior information 2 of a virtual character controlled by the player 2
Generate a frame synchronization instruction 1 according to the behavior information 1
Generate a frame synchronization instruction 2 according to the behavior information 2
Encapsulate the behavior information 1 and the behavior information 2 that are to be verified in two frame synchronization instructions as data blocks
Perform consistency verification by using a predetermined check rule
Perform consistency verification by using a predetermined check rule
Obtain behavior information of each virtual character in a target camp during a teamfight from the data block

FG. 5

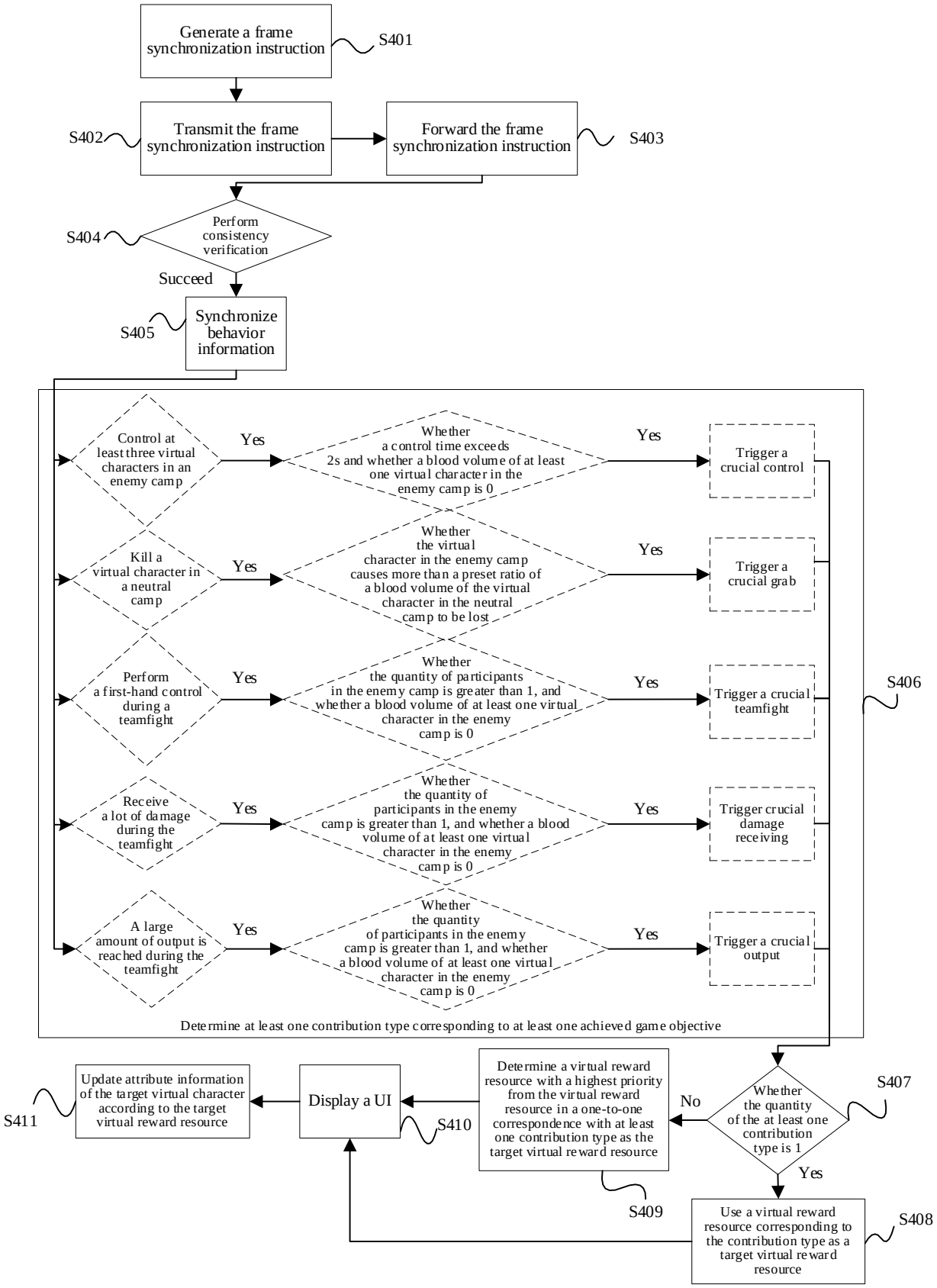

Generate a frame synchronization instruction
S401
Transmit the frame synchronization instruction
S402
Forward the frame synchronization instruction
S403
Perform consistency verification
S404
Succeed
Synchronize behavior information
S405
Control at least three virtual characters in an enemy camp
Yes
Whether a control time exceeds 2s and whether a blood volume of at least one virtual character in the enemy camp is 0
Yes
Trigger a crucial control
Kill a virtual character in a neutral camp
Yes
Whether the virtual character in the enemy camp causes more than a preset ratio of a blood volume of the virtual character in the neutral camp to be lost
Yes
Trigger a crucial grab
Perform a first-hand control during a teamfight
Yes
Whether the quantity of participants in the enemy camp is greater than 1, and whether a blood volume of at least one virtual character in the enemy camp is 0
Yes
Trigger a crucial teamfight
Receive a lot of damage during the teamfight
Yes
Whether the quantity of participants in the enemy camp is greater than 1, and whether a blood volume of at least one virtual character in the enemy camp is 0
Yes
Trigger crucial damage receiving
A large amount of output is reached during the teamfight
Yes
Whether the quantity of participants in the enemy camp is greater than 1, and whether a blood volume of at least one virtual character in the enemy camp is 0
Yes
Trigger a crucial output
Determine at least one contribution type corresponding to at least one achieved game objective
S406
Whether the quantity of the at least one contribution type is 1
S407
No
Yes
Determine a virtual reward resource with a highest priority from the virtual reward resource in a one-to-one correspondence with at least one contribution type as the target virtual reward resource
S409
Use a virtual reward resource corresponding to the contribution type as a target virtual reward resource
S408
Display a UI
S410
Update attribute information of the target virtual character according to the target virtual reward resource
S411

FIG. 6

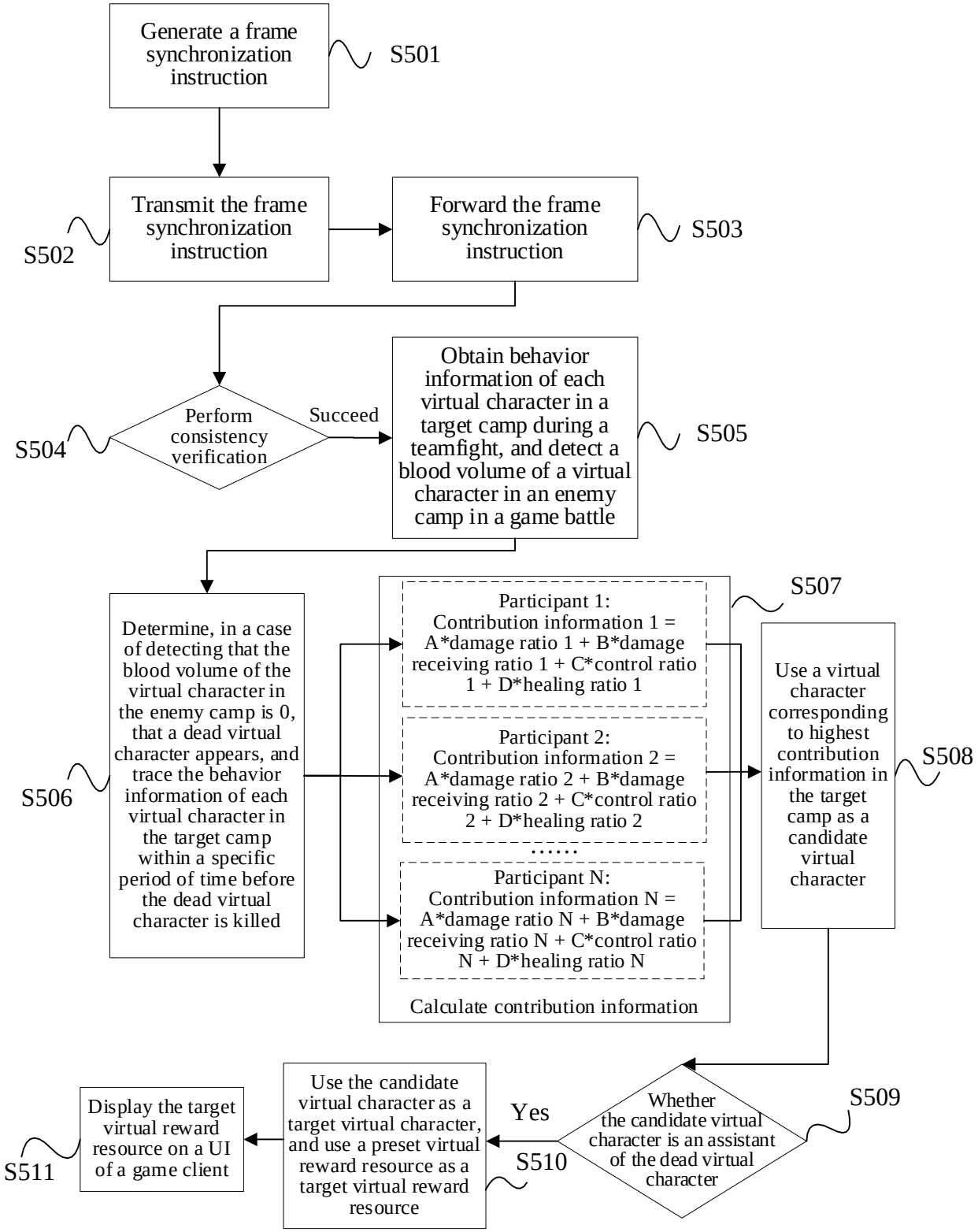

Generate a frame synchronization instruction
S501
Transmit the frame synchronization instruction
S502
Forward the frame synchronization instruction
S503
Perform consistency verification
Succeed
S504
Obtain behavior information of each virtual character in a target camp during a teamfight, and detect a blood volume of a virtual character in an enemy camp in a game battle
S505
Determine, in a case of detecting that the blood volume of the virtual character in the enemy camp is 0, that a dead virtual character appears, and trace the behavior information of each virtual character in the target camp within a specific period of time before the dead virtual character is killed
S506
S507
Participant 1: Contribution information 1 = A*damage ratio 1 + B*damage receiving ratio 1 + C*control ratio 1 + D*healing ratio 1
Participant 2: Contribution information 2 = A*damage ratio 2 + B*damage receiving ratio 2 + C*control ratio 2 + D*healing ratio 2
.....
Participant N: Contribution information N = A*damage ratio N + B*damage receiving ratio N + C*control ratio N + D*healing ratio N
Calculate contribution information
Use a virtual character corresponding to highest contribution information in the target camp as a candidate virtual character
S508
Whether the candidate virtual character is an assistant of the dead virtual character
S509
Yes
S510
Use the candidate virtual character as a target virtual character, and use a preset virtual reward resource as a target virtual reward resource
Display the target virtual reward resource on a UI of a game client
S511

FIG. 7

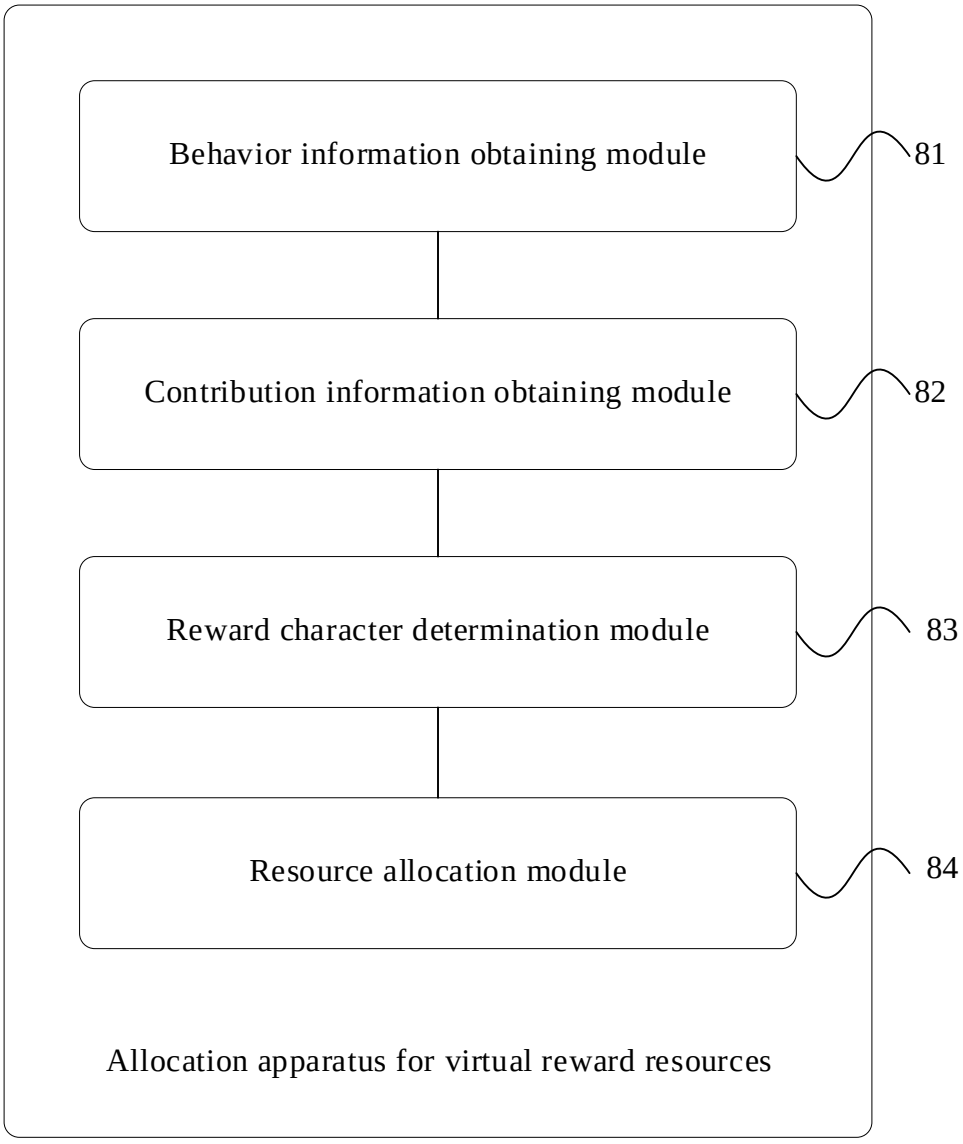

Behavior information obtaining module
81
Contribution information obtaining module
82
Reward character determination module
83
Resource allocation module
84
Allocation apparatus for virtual reward resources

FIG. 8

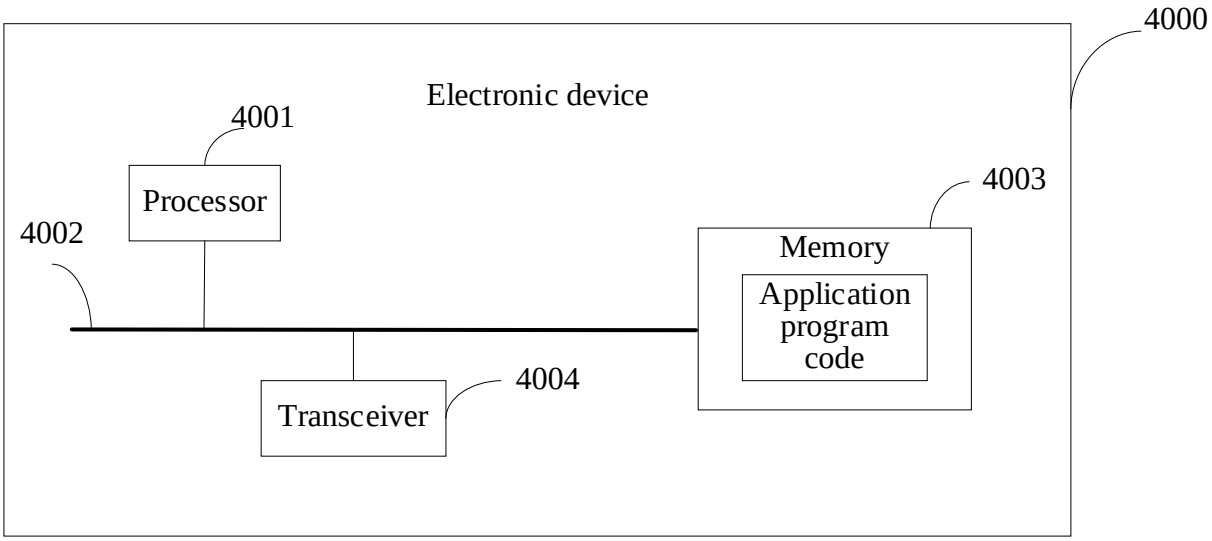

4000
Electronic device
4001
Processor
4002
4003
Memory
Application program code
4004
Transceiver

FIG. 9