CLAIMS

What is claimed is:

1. A method for controlling a companion object, the method comprising:

displaying a virtual scene, the virtual scene comprising a first virtual object and a companion object, the companion object being a subordinate object of the first virtual object; and

controlling the companion object to switch between a first state and a second state,

the first state being a state in which the companion object is attached to the first virtual object in a first form to become a part of the first virtual object, and the second state being a state in which the companion object acts in a second form independently of the first virtual object.

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

displaying a second virtual object; and

controlling the first virtual object to convert the second virtual object to the companion object.

3. The method according to claim 2, the controlling the first virtual object to convert the second virtual object to the companion object comprises:

controlling the first virtual object to interact with the second virtual object in a weak state in the virtual scene, when an attribute value of the first virtual object is greater than an attribute threshold, and to perform, in response to a set interaction result being achieved, one of the following processes:

switching the second virtual object from a third form to a fourth form by using a virtual prop, playing a special effects animation in which the second virtual object in the fourth form moves to a location of the first virtual object, and converting the second virtual object in the fourth form to the companion object in the first state; and

converting the second virtual object to the companion object in the second state by using the virtual prop.

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

controlling the first virtual object to move to a location of a supply box; and

controlling the first virtual object to perform a picking operation to obtain the virtual prop.

5. The method according to claim 3, wherein

at least two types of virtual props correspond to different companion objects.

6. The method according to claim 1, wherein at least two types of companion objects are to be attached to different parts of the first virtual object.

7. The method according to claim 1, wherein at least two types of companion objects provide different attribute promotion and/or skill assistance for the first virtual object.

8. The method according to claim 1, wherein the first form is a form in which the companion object is attached to a body part of the first virtual object; and

at least two types of companion objects correspond to different first forms.

9. The method according to claim 1, wherein a type of the companion object comprises at least one of a shield object, a scouting object, and an attack object,

when the companion object is the shield object, the shield object being configured to resist an attack performed by another virtual object in the virtual scene on the first virtual object;

when the companion object is the scouting object, the scouting object being configured to release a scouting signal in a second region to sense a virtual object existing in the second region; and

when the companion object is the attack object, the attack object being configured to assist the first virtual object in attacking a virtual object in a hostile camp.

10. The method according to claim 1, wherein the controlling the companion object to switch between a first state and a second state comprises:

controlling the companion object to switch from the first state to the second state in response to a first switching operation on the companion object; and

controlling the companion object to switch from the second state to the first state in response to a second switching operation on the companion object.

11. The method according to claim 10, wherein the controlling the companion object to switch from the first state to the second state in response to a first switching operation on the companion object comprises:

determining a distance between a locked location and a location of the first virtual object in response to a first locking operation on the locked location;

controlling the companion object to move to the locked location and switching the companion object from the first form to the second form at the locked location when the distance is less than or equal to a first distance threshold; and

controlling the companion object to move to a first location, switching the companion object from the first form to the second form at the first location, and controlling the companion object to move from the first location to the locked location when the distance is greater than the first distance threshold,

a distance between the first location and the location of the first virtual object on a first connecting line being the first distance threshold, the first connecting line being used for connecting the locked location to the location of the first virtual object.

12. The method according to claim 11, further comprising:

controlling the companion object to move to a second location and switching the companion object from the first form to the second form at the second location when the locked location is not accessible to the companion object in the virtual scene,

the second location being a location on the first connecting line, accessible by the companion object and closest to the locked location.

13. The method according to claim 11, further comprising:

determining a ground projection location corresponding to the locked location in the virtual scene when the locked location is above ground in the virtual scene; and

controlling the at least one companion object in the second form to move from the locked location to the ground projection location through a virtual gravity, and attenuating a state parameter of a virtual object that is in a first region centered on the ground projection location.

14. The method according to claim 11, wherein the controlling the companion object to switch from the first state to the second state in response to a first switching operation on the companion object comprises:

controlling the companion object to move to a third location and switching the companion object from the first form to the second form at the third location in response to a second locking operation in which a locked object is a third virtual object; and

controlling the companion object to move from the third location to a location of the third virtual object, a distance between the third location and the location of the third virtual object on a second connecting line being a second distance threshold, the second connecting line being used for connecting the location of the first virtual object to the location of the third virtual object.

15. The method according to claim 1, wherein the controlling the companion object to switch between a first state and a second state comprises:

controlling the companion object to switch from the first state to the second state, when the first virtual object and/or the companion object satisfies a first switching condition; and

controlling the companion object to switch from the second state to the first state, when the first virtual object and/or the companion object satisfies a second switching condition.

16. The method according to claim 15, wherein

the first switching condition comprises at least one of the following:

a quantity of second virtual objects within an attack range of the first virtual object is less than or equal to a first quantity threshold;

the first virtual object or another object in a first camp to which the first virtual object belongs needs assistance;

a time to attack a second camp arrives, the second camp being a hostile camp of the first camp to which the first virtual object belongs;

a duration for which the companion object is in the first form is greater than or equal to a first duration threshold; and

the first virtual object enters a specified action state; and

the second switching condition comprises at least one of the following:

the quantity of second virtual objects within the attack range of the first virtual object is greater than or equal to a second quantity threshold;

a distance between the first virtual object and the companion object is greater than or equal to a third distance threshold;

a duration for which the companion object is in the second form reaches a second duration threshold;

the companion object completes a task and does not receive a new task triggering operation within a waiting time after completing the task;

the first virtual object exits the specified action state;

an attribute value of the companion object is less than a preset threshold; and

the companion object receives an attack from a third virtual object.

17. The method according to claim 15, wherein the controlling the companion object to switch from the first state to the second state when the first virtual object and/or the companion object satisfies a second switching condition comprises:

controlling the companion object to move to a fourth location in a first manner, controlling the companion object to move from the fourth location to a location of the first virtual object in the first manner, and switching the companion object from the second form to the first form, when the first virtual object and/or the companion object satisfies the second switching condition, a distance between the fourth location and the location of the first virtual object on a third connecting line being a third distance threshold, the third connecting line being used for connecting the location of the first virtual object to a location of the companion object; and

the controlling the companion object to switch from the second form to the first form when the first virtual object and/or the companion object satisfies a second switching condition comprises:

controlling the companion object to move to the location of the first virtual object in a second manner and switching the companion object from the second form to the first form, when the first virtual object and/or the companion object satisfies the second switching condition,

the first manner being a manner in which the at least one companion object moves by instantaneously changing a location, and the second manner being a manner in which the at least one companion object moves by gradually changing the location.

18. An apparatus for controlling a companion object, the apparatus comprising:

a display module, configured to display a virtual scene, the virtual scene comprising a first virtual object and a companion object, the companion object being a subordinate object of the first virtual object; and

a control module, configured to control the companion object to switch between a first

state and a second state,

the first state being a state in which the companion object is attached to the first virtual object in a first form to become a part of the first virtual object, and the second state being a state in which the companion object acts in a second form independently of the first virtual object.

19. A computer-readable storage medium, storing a computer program, the computer program, when run on a computer device, causing the computer device to perform the method for controlling a companion object according to any one of claims 1 to 17.

20. A computer device, comprising a processor and a memory, the memory storing a computer program, the processor being configured to perform the method for controlling a companion object according to any one of claims 1 to 17 by invoking the computer program stored in the memory.