

ABSTRACT

Provided are a virtual character selection method and apparatus, a device, a storage medium, and a program product. The method relates to the field of human-computer interaction technologies. The method includes: setting first position preference information of a first user account in response to a preference setting operation (202); displaying a first current team position of the first user account in response to a battle matching operation (204); displaying a plurality of candidate virtual characters (206); and determining, in response to a selection operation performed on a target virtual character in the plurality of candidate virtual characters, the target virtual character as a master character of the first user account in a current battle (208). By using the method, the process of team matching may be simplified, thereby improving the efficiency of team matching.