CLAIMS

1. A method for executing an interaction event, executable by an electronic device, and the method comprising:

displaying a picture of a preparatory stage prior to start of an interaction process in a virtual scene, wherein avatars engaging in the interaction process comprise a first group of avatars, and the interaction process comprises one or more interaction events;

sequentially displaying, in a target game application, avatar show animations of at least one avatar in the first group of avatars, wherein display order of the at least one avatar is determined based on attribute information of each avatar in the first group of avatars, the attribute information is a value based on a purchase in the target game application, and an avatar having a highest value of the attribute information is displayed at a center of the picture of the preparatory stage;

determining a target avatar in the first group of avatars based on the attribute information of the first group of avatars, wherein the target avatar is able to trigger a target interaction event in the preparatory stage, and the target interaction event is an interaction event that, among the one or more interaction events, allows to be jointly executed by the first group of avatars;

displaying, in response to the target avatar being determined in the first group of avatars, a first interactive object in a graphical user interaction interface in which the target avatar is locked, wherein the first interactive object is used for triggering the target interaction event; and

in response to the target avatar triggering the target interaction event in the preparatory stage, displaying, in the virtual scene, a picture of a second group of avatars executing the target interaction event, the second group of avatars comprising an avatar who executes the target interaction event in the first group of avatars.

2. The method of claim 1, wherein the method further comprises:

displaying, in response to detecting that a first touch operation is performed on the first interactive object, a picture in the graphical user interaction interface in which the target avatar is locked, the picture showing that the target avatar is executing the target interaction event; and

displaying a second interactive object in a graphical user interaction interface in which a first avatar is locked, wherein the first avatar is an avatar other than the target avatar in the first group of avatars, and the second interactive object is used for executing or shielding execution of the target interaction event based on an indicated operation.

3. The method of claim 1, wherein the method further comprises:

displaying, in response to the target avatar triggering the target interaction event in the preparatory stage, a second interactive object in a graphical user interaction interface in which a first avatar is locked, wherein the first avatar is an avatar other than the target avatar in the first group of avatars, and the second interactive object is used for executing or shielding execution of the target interaction event based on an indicated operation; and

displaying, in response to detecting that a second touch operation is performed on a second interactive object, a picture in the graphical user interaction interface in which the first avatar is locked, the picture showing that the first avatar is executing the target interaction event or showing that the target avatar and the first avatar are jointly executing the target interaction event, wherein the second touch operation is used as an instruction to execute the target interaction event.

4. The method of claim 1, wherein in response to a number of the at least one avatar being one, the at least one avatar is the target avatar.

5. The method of claim 1, wherein a distance between the first interactive object and the target avatar is less than a distance threshold.

6. The method of any one of claims 1 to 5, wherein the attribute information comprises a heat score, and the determining the target avatar comprises:

determining an avatar with a highest heat score in the first group of avatars as the target avatar, the heat score of an avatar in the first group of avatars being related to a costume prop obtained by the avatar.

7. The method of claim 6, wherein the method further comprises:

determining a heat score of an avatar in the first group of avatars based on the costume prop obtained by the avatar, the heat score of the avatar being positively correlated to at least one of: a number of costume props obtained by the avatar, a level of the costume prop obtained by the avatar, or a virtual resource cost for obtaining the costume prop by the avatar.

8. The method of any one of claims 1 to 5, wherein the method further comprises:

displaying, in response to the target avatar triggering the target interaction event in the preparatory stage, a second interactive object in a graphical user interaction interface in which a first avatar is locked, wherein the first avatar is an avatar other than the target avatar in the first group of avatars, and the second interactive object is used for executing or shielding execution of the target interaction event based on an indicated operation;

displaying, in response to detecting that a third touch operation is performed on the second

interactive object, a third interactive object in the graphical user interaction interface in which the first avatar is locked, wherein the third touch operation is used as an instruction to skip the target interaction event, and the third interactive object is used as an instruction to execute the target interaction event; and

displaying, in response to detecting that a fourth touch operation is performed on the third interactive object, a picture in the graphical user interaction interface in which the first avatar is locked, the picture showing that the first avatar is executing the target interaction event or showing that the target avatar and the first avatar are jointly executing the target interaction event.

9. The method of any one of claims 1 to 5, wherein the displaying the picture of the second group of avatars executing the target interaction event, comprises:

displaying, in a target game application, a picture of the second group of avatars performing preset dance movements; or

displaying, in a target game application, a picture of the second group of avatars performing preset dance movements along with a target audio, wherein the target audio starts to play in response to the target interaction event being triggered by the target avatar.

10. An apparatus for executing an interaction event, wherein the apparatus comprises:

a first display module, configured to: display a picture of a preparatory stage prior to start of an interaction process in a virtual scene, wherein avatars engaging in the interaction process comprise a first group of avatars, and the interaction process comprises one or more interaction events; and sequentially display, in a target game application, avatar show animations of at least one avatar in the first group of avatars, wherein display order of the at least one avatar is determined based on attribute information of each avatar in the first group of avatars, the attribute information is a value based on a purchase in the target game application, and an avatar having a highest value of the attribute information is displayed at a center of the picture of the preparatory stage;

a determining module, configured to determine a target avatar in the first group of avatars based on the attribute information of the first group of avatars, wherein the target avatar is able to trigger a target interaction event in the preparatory stage, and the target interaction event is an interaction event that, among the one or more interaction events, allows to be jointly executed by the first group of avatars; and

a second display module, configured to: in response to the target avatar being determined in the first group of avatars, display a first interactive object in a graphical user interaction interface in which the target avatar is locked, wherein the first interactive object is used for triggering the target

interaction event; and in response to the target avatar triggering the target interaction event in the preparatory stage, display, in the virtual scene, a picture of a second group of avatars executing the target interaction event, the second group of avatars comprising an avatar who executes the target interaction event in the first group of avatars.

11. A computer-readable storage medium, wherein the computer-readable storage medium comprises a stored program, and, when running, the program implements the method for executing an interaction event of any one of claims 1 to 9.

12. An electronic device, comprising a memory and a processor, wherein the memory stores a computer program, and the processor is configured to perform the method for executing an interaction event by means of the computer program of any one of claims 1 to 9.

13. A computer program product, comprising a computer program or instruction, and, when executed by a processor, the computer program or instruction implements the method for executing an interaction event of any one of claims 1 to 9.