

ABSTRACT

A virtual item transfer method and apparatus, a terminal, a storage medium, and a program product, belonging to the technical field of human-machine interaction. The method comprises: displaying a game screen, the game screen comprising a first virtual object (201); when an item acquisition requirement exists in the first virtual object and the aiming center of a second virtual object points to the first virtual object, displaying an item transfer control (202); and in response to a trigger operation on the item transfer control, controlling the second virtual object to transfer a virtual item to the first virtual object (203). By means of using the described method, the transfer efficiency for a virtual item can be improved.

Fig. 2