CLAIMS

What is claimed is:

1. An object control method, performed by a user equipment, the method comprising:

detecting, in a process that a first target object controlled by a client performs a round of game task, a target angle generated in a process that the first target object performs an action combination once, the action combination comprising performing a target action at least twice according to a same direction, and the target angle being an angle between an advancing direction and a sliding direction of the first target object;

triggering a state adjustment instruction in response to the target angle reaching a trigger threshold, the state adjustment instruction being used for instructing to adjust a movement state of the first target object; ~~and~~

adjusting the movement state of the first target object from a first state to a second state in response to the state adjustment instruction, a time duration consumed by the first target object in the first state to complete the game task being longer than a time duration consumed by the first target object in the second state to complete the game task, and the second state being an accelerated state after advancing power is increased;

determining a trigger time point of the state adjustment instruction; and

controlling the first target object in the second state to perform the game task from the trigger time point to a target time point, wherein the higher an action difficulty coefficient in performing the action combination, the later the target time point is.

2. The method according to claim 1, wherein adjusting the movement state of the first target object from the first state to the second state in response to the state adjustment instruction comprises:

obtaining a first parameter value, the first parameter value being a value of acting force the first target object suffers in the first state; and

adjusting the first parameter value to a second parameter value, the second parameter value being a value of the acting force the first target object suffers in the second state.

3. The method according to claim 2, wherein adjusting the first parameter value to the second parameter value comprises at least one of the following:

in a case that the acting force comprises advancing power, the first parameter value comprises

a first power parameter value, and the second parameter value comprises a second power parameter value, increasing the first power parameter value to the second power parameter value according to a first target proportion; and

in a case that the acting force comprises friction, the first parameter value comprises a first friction parameter value, and the second parameter value comprises a second friction parameter value, decreasing the first friction parameter value to the second friction parameter value according to a second target proportion.

4. The method according to claim 2, wherein before adjusting the first parameter value to the second parameter value, the method further comprises:

determining a quantity of times that the target action in the action combination is performed; and

determining a target proportion according to the quantity, the target proportion being used for adjusting the first parameter value to the second parameter value.

~~5. The method according to any one of claims 1 to 4, wherein after adjusting the movement state of the first target object from the first state to the second state in response to the state adjustment instruction, the method further comprises:~~

~~controlling the first target object in the second state to perform the game task.~~

~~6. The method according to claim 5, wherein controlling the first target object in the second state to perform the game task comprises:~~

~~determining a trigger time point of the state adjustment instruction; and~~

~~controlling the first target object in the second state to perform the game task from the trigger time point to a target time point, the target time point being determined according to an action difficulty coefficient in performing the action combination.~~

~~7~~5. The method according to claim ~~5~~1, wherein a second target object is in the game task, and controlling the first target object in the second state to perform the game task comprises:

in a case that the first target object is in the second state and it is detected that the first target object collides with the second target object, controlling the first target object to generate first collision force to the second target object, the first collision force being greater than second collision force, and the second collision force being collision force generated in a case that the first target object is in the first state and collides with the second target object.

~~8~~6. The method according to any one of claims 1 to 4, wherein a human-computer interaction

interface displayed by the client comprises a first control button and a second control button, and before detecting the target angle generated in the process that the first target object performs the action combination once, the method further comprises:

obtaining an operation instruction generated by performing a touch and hold operation on the first control button and the second control button, the first control button being configured to adjust the advancing direction of the first target object, and the second control button being configured to trigger the first target object to perform the target action; and

controlling the first target object to perform the target action at least twice in response to the operation instruction.

~~9~~7. An object control apparatus, comprising:

a detection unit, configured to detect, in a process that a first target object controlled by a client performs a round of game task, a target angle generated in a process that the first target object performs an action combination once, the action combination comprising performing a target action at least twice according to a same direction, and the target angle being an angle between an advancing direction and a sliding direction of the first target object;

a trigger unit, configured to trigger a state adjustment instruction in response to the target angle reaching a trigger threshold, the state adjustment instruction being used for instructing to adjust a movement state of the first target object; ~~and~~

an adjustment unit, configured to adjust the movement state of the first target object from a first state to a second state in response to the state adjustment instruction, a time duration consumed by the first target object in the first state to complete the game task being longer than a time duration consumed by the first target object in the second state to complete the game task, and the second state being an accelerated state after advancing power is increased;

a third determining module, configured to determine a trigger time point of the state adjustment instruction; and

a first control module, configured to control the first target object in the second state to perform the game task from the trigger time point to a target time point, wherein the higher an action difficulty coefficient in performing the action combination, the later the target time point is.

~~10~~8. The apparatus according to claim ~~9~~7, wherein the adjustment unit comprises:

an obtaining module, configured to obtain a first parameter value, the first parameter value being a value of acting force the first target object suffers in the first state; and

an adjustment module, configured to adjust the first parameter value to a second parameter value, the second parameter value being a value of the acting force the first target object suffers in the second state.

~~11~~9. The apparatus according to claim ~~10~~8, wherein the adjustment module comprises at least one of the following:

a first adjustment submodule, configured to: in a case that the acting force comprises advancing power, the first parameter value comprises a first power parameter value, and the second parameter value comprises a second power parameter value, increase the first power parameter value to the second power parameter value according to a first target proportion; and

a second adjustment submodule, configured to: in a case that the acting force comprises friction, the first parameter value comprises a first friction parameter value, and the second parameter value comprises a second friction parameter value, decrease the first friction parameter value to the second friction parameter value according to a second target proportion.

~~12~~10. The apparatus according to claim ~~10~~8, further comprising:

a first determining module, configured to determine a quantity of times that the target action in the action combination is performed; and

a second determining module, configured to determine a target proportion according to the quantity, the target proportion being used for adjusting the first parameter value to the second parameter value.

~~13. The apparatus according to any one of claims 9 to 12, further comprising:~~

~~a first control unit, configured to control the first target object in the second state to perform the game task.~~

~~14. The apparatus according to claim 13, wherein the first control unit comprises:~~

~~a third determining module, configured to determine a trigger time point of the state adjustment instruction; and~~

~~a first control module, configured to control the first target object in the second state to perform the game task from the trigger time point to a target time point, the target time point being determined according to an action difficulty coefficient in performing the action combination.~~

~~15~~11. The apparatus according to claim ~~13~~7, wherein a second target object is in the game task, and the first control unit comprises:

a second control module, configured to: in a case that the first target object is in the second state and it is detected that the first target object collides with the second target object, control the first target object to generate first collision force to the second target object, the first collision force being greater than second collision force, and the second collision force being collision force generated in a case that the first target object is in the first state and collides with the second target object.

~~16~~12. The apparatus according to any one of claims ~~9~~ 7 to ~~12~~10, wherein a human-computer interaction interface displayed by the client comprises a first control button and a second control button, and the apparatus further comprises:

an obtaining unit, configured to obtain an operation instruction generated by performing a touch and hold operation on the first control button and the second control button, the first control button being configured to adjust the advancing direction of the first target object, and the second control button being configured to trigger the first target object to perform the target action; and

a second control unit, configured to control the first target object to perform the target action at least twice in response to the operation instruction.

~~17~~13. A storage medium, storing a program, the program, when run, performing the method according to any one of claims 1 to ~~8~~6.

~~18~~14. An electronic device, comprising a memory and a processor, the memory storing a computer program, and the processor being configured to perform the method according to any one of claims 1 to ~~8~~ 6 by using the computer program.

~~19~~15. A computer program product comprising instructions, when run on a computer, causing the computer to perform the method according to any one of claims 1 to ~~8~~6.