CLAIMS

1. A virtual character selection method, applied to a terminal, the method comprising:

setting first position preference information of a first user account in response to a preference setting operation, the first position preference information indicating a preferred team position of the first user account in a current battle;

displaying a first current team position of the first user account in response to a battle matching operation, the first current team position being a team position acted by the first user account in the current battle, and the first current team position being allocated based on the first position preference information;

displaying a plurality of candidate virtual characters in a virtual character selection interface, the candidate virtual character being displayed based on the first current team position, and the virtual character selection interface indicating whether each of a set of second user accounts is currently selecting a corresponding candidate virtual character or confirming a corresponding team position, the second user accounts being user accounts in a same team as the first user account; 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 the current battle.

2. The method according to claim 1, wherein

the first position preference information comprises a preference priority of a plurality of team positions set by the first user account; or

the first position preference information comprises a currently recommended team position of the first user account, the currently recommended team position being at least one of team positions; or

the first position preference information comprises position covering information of the first user account, the position covering information being used for indicating that the currently recommended team position of the first user account is determined by performing position covering according to second current team positions of the second user accounts.

3. The method according to claim 1 or 2, wherein the displaying a plurality of candidate virtual characters comprises:

identifying recommended candidate virtual characters in the virtual character selection interface based on the first current team position.

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

displaying the second user accounts in response to the battle matching operation, the second user accounts being allocated for the first user account in the current battle, and the second user accounts being matched based on the first position preference information.

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

displaying second current team positions of the second user accounts, the second current team positions being allocated for the second user accounts in the current battle, and the second current team positions being allocated based on second position preference information, the second position preference information indicating preferred team positions of the second user accounts in the current battle.

6. The method according to claim 2, wherein the preference setting operation comprises a sorting operation in a case that the first position preference information comprises the preference priority of the plurality of team positions set by the first user account; and

the setting first position preference information of a first user account in response to a preference setting operation comprises:

displaying a sorting interface of the team positions; and

determining the preference priority of the team positions in response to the sorting operation performed on the team positions.

7. The method according to claim 2 or 6, wherein the first current team position is a m^{th} team position in the preference priority of the plurality of team positions, the m^{th} team position being a team position in a case that a server matches, based on the preference priority of the team positions, a group of second team accounts having different team positions for the first user account, and m being a positive integer.

8. The method according to claim 2, wherein the preference setting operation comprises a selection operation in a case that the first position preference information comprises the currently recommended team position of the first user account; and

the setting first position preference information of a first user account in response to a preference setting operation comprises:

displaying candidate team positions; and

determining, in response to the selection operation performed on a target team position in the candidate team positions, the target team position as the currently recommended team position.

9. The method according to claim 2 or 8, wherein

the first current team position is the same as the currently recommended team position in a case that a server matches, according to the currently recommended team position, a group of second team accounts having different team positions for the first user account; and

the first current team position is different from the currently recommended team position in a case that the server fails to match, according to the currently recommended team position, a group of second team accounts having different team positions for the first user account.

10. The method according to claim 2, wherein the preference setting operation comprises a selection operation in a case that the first position preference information comprises the position covering information of the first user account; and

the setting first position preference information of a first user account in response to a preference setting operation comprises:

displaying candidate team positions and a position covering control, the position covering control being configured to select a team position that is not selected by the second user accounts as the currently recommended team position; and

determining a covered position as the currently recommended team position in response to the selection operation performed on the position covering control.

11. The method according to any one of claims 1 to 6, wherein the displaying a plurality of candidate virtual characters comprises:

highlighting the candidate virtual characters corresponding to the first current team position in the virtual character selection interface, the virtual character selection interface being used for displaying candidate virtual characters of the first user account in the current battle; or

only displaying the candidate virtual characters corresponding to the first current team position in the virtual character selection interface; or

displaying the candidate virtual characters corresponding to the first current team position at first k positions of candidate virtual characters in the virtual character selection interface, k being a positive integer.

12. The method according to any one of claims 1 to 6, wherein before the displaying a plurality of candidate virtual characters, the method further comprises:

displaying a team position notification interface, the team position notification interface comprising the first current team position.

13. The method according to claim 12, wherein the displaying a team position notification interface comprises:

displaying the first current team position and a recommended virtual character in the team position notification interface, the recommended virtual character pertaining to the first current team position,

the recommended virtual character being obtained through a default value of a server, or being obtained through a historical record of the first user account, or being obtained through custom settings of the first user account.

14. A virtual character selection method, applied to a terminal, the method comprising:

displaying second user accounts and a first current team position of a first user account in response to a battle matching operation, the second user accounts being allocated for the first user account in a current battle, the second user accounts being user accounts in a same team as the first user account, and the first current team position being a team position acted by the first user account in the current battle;

displaying a plurality of candidate virtual characters in a virtual character selection interface, the candidate virtual character being displayed based on the first current team position, and the virtual character selection interface indicating whether each of a set of second user accounts is currently selecting a corresponding candidate virtual character or confirming a corresponding team position; 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 the current battle.

15. The method according to claim 14, wherein

the first current team position is determined by a server based on a preference priority of a plurality of team positions set by the first user account; or

the first current team position is determined by the server based on a currently recommended team position transmitted by the first user account, the currently recommended team position being at least one of team positions; or

the first current team position is determined after the server performs position covering based on second current team positions of the second user accounts; or

the first current team position is determined by the server based on a historical battle record of the first user account.

16. The method according to claim 15, wherein in a case that the first current team position is determined by the server based on the preference priority of the plurality of team positions set by the first user account, the method further comprises:

displaying a sorting interface of the team positions; and

determining the preference priority of the plurality of team positions in response to the sorting operation performed on the team positions; and

transmitting the preference priority of the plurality of team positions to the server.

17. The method according to claim 15 or 16, wherein the first current team position is the m^{th} team position in the preference priority of the plurality of team positions, the m^{th} team position being a team position in a case that the server matches, according to the preference priority of the plurality of team positions set by the first user account, a group of second team accounts having different team positions for the first user account.

18. The method according to claim 15, wherein in a case that the first current team position is determined by the server based on the currently recommended team position transmitted by the first user account, the method further comprises:

displaying candidate team positions; and

determining, in response to a selection operation performed on a target team position in the candidate team positions, the target team position as the currently recommended team position; and

transmitting the currently recommended team position to the server.

19. The method according to claim 15 or 18, wherein

the first current team position is the same as the currently recommended team position in a case that the server matches, according to the currently recommended team position, a group of second team accounts having different team positions for the first user account; and

the first current team position is different from the currently recommended team position in a case that the server fails to match, according to the currently recommended team position, a group of second team accounts having different team positions for the first user account.

20. The method according to claim 15, wherein in a case that the first current team position is determined after the server performs position covering based on the second current team positions of the second user accounts, the method further comprises:

displaying candidate team positions and a position covering control, the position covering control being configured to select a team position that is not selected by the second user accounts as the first currently recommended team position;

determining a covered position as the currently recommended team position in response to a selection operation performed on the position covering control; and

transmitting the currently recommended team position to the server.

21. The method according to claim 15, wherein in a case that the first current team position is determined by the server based on the historical battle record of the first user account, the first current team position is the n^{th} team position in a team position winning rate order, the n^{th} team position being a team position in a case that the server matches, according to the team position winning rate order, a group of second team accounts having different team positions for the first user account, n being a positive integer, and

the team position winning rate order being an order obtained by sorting team positions according to winning rates of the historical battle record of the first user account.

22. The method according to any one of claims 14 to 21, wherein the displaying a plurality of candidate virtual characters comprises:

highlighting the candidate virtual characters corresponding to the first current team position in the virtual character selection interface, the virtual character selection interface being used for displaying candidate virtual characters of the first user account in the current battle; or

only displaying the candidate virtual characters corresponding to the first current team position in the virtual character selection interface; or

displaying the candidate virtual characters corresponding to the first current team position at first k positions of candidate virtual characters in the virtual character selection interface.

23. A virtual character selection method, applied to a server, the method comprising:

determining a first current team position of a first user account based on first position preference information, and determining second current team positions of a plurality of candidate user accounts based on second position preference information, the first position preference information indicating a preferred team position of the first user account in a current battle, the second position preference information indicating preferred team positions of the plurality of candidate user accounts in the current battle, and the first current team position being a team position acted by the first user account in the current battle;

determining second user accounts allocated for the first user account in the current battle based on the first current team position and the second current team positions;

transmitting the second user accounts and the first current team position to a client of the first user account, the client being configured to display a plurality of candidate virtual characters in a virtual character selection interface according to the first current team position, and the virtual character selection interface indicating whether each of a set of second user accounts is currently selecting a corresponding candidate virtual character or confirming a corresponding team position, the second user accounts being user accounts in a same team as the first user account; and

determining a target virtual character returned by the client as a master character of the first user account in current battle, the target virtual character being determined by performing a selection operation on the target virtual character in the plurality of candidate virtual characters.

24. The method according to claim 23, wherein the determining a first current team position of a first user account based on position preference information comprises:

determining the first current team position based on a preference priority of a plurality of team positions set by the first user account; or

determining the first current team position based on a currently recommended team position transmitted by the first user account; or

determining the first current team position of the first user account based on the second current team positions of the second user accounts.

25. The method according to claim 24, wherein the determining the first current team position based on a preference priority of a plurality of team positions set by the first user account comprises:

determining, in a case that a group of second team accounts having different team positions is matched for the first user account according to the preference priority of the plurality of team positions set by the first user account, the m^{th} team position that is in the preference priority of the plurality of

team positions and that is transmitted by the client as the first current team position of the first user account.

26. The method according to claim 24, wherein the determining the first current team position based on a currently recommended team position transmitted by the first user account comprises:

determining, in a case that a group of second team accounts having different team positions is matched for the first user account according to the currently recommended team position, the currently recommended team position as the first current team position; and

determining, in a case that a group of second team accounts having different team positions fails to be matched for the first user account according to the currently recommended team position and the group of second team accounts is successfully matched for the first user account according to another team position, the another team position as the first current team position, the another team position being a team position other than the currently recommended team position.

27. The method according to claim 24, wherein the determining the first current team position of the first user account based on the second current team positions of the second user accounts comprises:

determining a team position other than the second current team positions as the first current team position of the first user account.

28. A virtual character selection apparatus, comprising:

a setting module, configured to set first position preference information of a first user account in response to a preference setting operation, the first position preference information indicating a preferred team position of the first user account in a current battle;

a display module, configured to display a first current team position of the first user account in response to a battle matching operation, the first current team position being a team position acted by the first user account in the current battle, and the first current team position being allocated based on the first position preference information,

the display module being further configured to display a plurality of candidate virtual characters, the candidate virtual character being displayed based on the first current team position; and

a determination module, configured to determine, 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 the current battle.

29. A virtual character selection apparatus, comprising:

a receiving module, configured to display second user accounts and a first current team position of a first user account in response to a battle matching operation, the second user accounts being allocated for the first user account in a current battle, the second user accounts being user accounts in a same team as the first user account, and the first current team position being a team position acted by the first user account in the current battle;

a display module, configured to display a plurality of candidate virtual characters, the candidate virtual character being displayed based on the first current team position; and

a selection module, configured to determine, 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 the current battle.

30. A virtual character selection apparatus, comprising:

a determination module, configured to determine a first current team position of a first user account based on first position preference information, and determine second current team positions of a plurality of candidate user accounts based on second position preference information, the first position preference information indicating a preferred team position of the first user account in a current battle, the second position preference information indicating preferred team positions of the plurality of candidate user accounts in the current battle, and the first current team position being a team position acted by the first user account in the current battle,

the determination module being further configured to determine second user accounts allocated for the first user account in the current battle based on the first current team position and the second current team positions;

a transmission module, configured to transmit the second user accounts and the first current team position to a client of the first user account, the client being configured to display candidate virtual characters according to the first current team position; and

a receiving module, configured to determine a target virtual character returned by the client as a master character of the first user account in current battle, the target virtual character being determined by performing a selection operation on the target virtual character in the candidate virtual characters.

31. A computer device, comprising a processor and a memory, the memory storing at least one instruction, at least one segment of program, a code set or an instruction set, the at least one instruction, the at least one segment of program, the code set or the instruction set being loaded and

executed by the processor to implement the virtual character selection method according to any one of claims 1 to 13, the virtual character selection method according to any one of claims 14 to 22, or the virtual character selection method according to any one of claims 23 to 27.

32. A computer-readable storage medium, storing at least one segment of program code, the at least one segment of program code being loaded and executed by a processor to implement the virtual character selection method according to any one of claims 1 to 13, the virtual character selection method according to any one of claims 14 to 22, or the virtual character selection method according to any one of claims 23 to 27.

33. A computer program product, comprising computer program or computer instructions, the computer program or computer instructions being loaded and executed by a processor to implement the virtual character selection method according to any one of claims 1 to 13, the virtual character selection method according to any one of claims 14 to 22, or the virtual character selection method according to any one of claims 23 to 27.