

ABSTRACT

An object jumping control method and apparatus, and a computer device and a storage medium, relating to the technical field of networks. The method comprises: in a process that a first virtual object moves to a destination in a virtual scene, when the current position of the first virtual object satisfies a jumping condition, determining a target landing point of the first virtual object according to the position of the destination; determining, according to the current position and the target landing point, a jumping trajectory that the first virtual object jumps to the target landing point from the current position; and controlling, according to the jumping trajectory, the first virtual object to jump to the target landing point from the current position.