CLAIMS

1. A virtual object control method, applicable to a terminal, the method comprising:

displaying a mode selection interface of a shooting game, the mode selection interface comprising at least one game mode;

starting, in response to an instruction of selecting a target game mode in the mode selection interface, a game battle of the target game mode, and displaying a battle interface of the game battle;

controlling a first virtual object to operate in a virtual environment provided for the game battle;

controlling, in response to a shooting instruction of shooting a virtual firearm used by the first virtual object, the virtual firearm to fire a virtual bullet, a damage value of the virtual bullet being greater than or equal to a hit point value of any virtual object in the game battle; and

determining, in a case that the virtual bullet hits a second virtual object in the game battle, that the second virtual object is switched from an alive state to a death state,

wherein after the controlling, in response to a shooting instruction of shooting a virtual firearm used by the first virtual object, the virtual firearm to fire a virtual bullet, the method further comprises:

controlling, in a case that the virtual bullet hits the second virtual object in the game battle, a quantity of available virtual bullets equipped on the virtual firearm to be increased by a first value after a first time period; and

controlling, in a case that the virtual bullet does not hit the second virtual object in the game battle, the quantity of available virtual bullets equipped on the virtual firearm to be increased by a second value after a second time period, wherein

the first time period is less than the second time period.

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

displaying a progress icon in the battle interface during a process of increasing the quantity of available virtual bullets, wherein

the progress icon is used for indicating increment progress of the quantity of available virtual bullets.

3. The method according to claim 1, further comprising:

detecting whether the quantity of available virtual bullets is zero after the shooting instruction is received; and

responding to the shooting instruction in a case that the quantity of available virtual bullets is not zero.

4. The method according to claim 3, wherein before the responding to the shooting instruction, the method further comprises:

obtaining a time length between a moment at which the shooting instruction is received and a moment at which a previous virtual bullet is fired; and

performing the operation of responding to the shooting instruction in a case that the time length is greater than a preset time length.

5. The method according to claim 1, wherein after the starting of a game battle of the target game mode, the method further comprises:

receiving firearm configuration information transmitted by a server, wherein the firearm configuration information is used for configuring the virtual firearm used by the first virtual object in the game battle; and

determining the virtual firearm used by the first virtual object according to the firearm configuration information.

6. The method according to claim 5, wherein

each virtual object in the game battle is configured to use the same virtual firearm;

or,

at least two virtual objects in the game battle are configured to use different virtual firearms.

7. The method according to any one of claims 1 to 6, further comprising:

obtaining, in response to the end of the game battle, a kill quantity of the first virtual object in the game battle; and

displaying a battle result of the first virtual object in the game battle according to the kill quantity.

8. The method according to any one of claims 1 to 6, further comprising:

controlling, in response to an instruction that the first virtual object obtains a virtual missile, the first virtual object to obtain a capability additive effect comprised in the virtual missile, wherein

the capability additive effect is used for increasing a capability value of the first virtual object.

9. The method according to any one of claims 1 to 6, further comprising:

controlling, after the virtual bullet hits the second virtual object, the virtual bullet to penetrate the second virtual object, and continuously move in a designated direction; and

controlling the virtual bullet to stop moving in a case that a moving state of the virtual bullet meets a condition.

10. A virtual object control apparatus, comprising:

an interface display module, configured to display a mode selection interface of a shooting game, the mode selection interface comprising at least one game mode;

a battle start module, configured to start, in response to an instruction of selecting a target game mode in the mode selection interface, a game battle of the target game mode, and display a battle interface of the game battle;

an object control module, configured to control a first virtual object to operate in a virtual environment provided for the game battle;

a bullet control module, configured to control, in response to a shooting instruction of shooting a virtual firearm used by the first virtual object, the virtual firearm to fire a virtual bullet, a damage value of the virtual bullet being greater than or equal to a hit point value of any virtual object in the game battle; and

a state switching module, configured to determine, in a case that the virtual bullet hits a second virtual object in the game battle, that the second virtual object is switched from an alive state to a death state,

wherein the virtual object control apparatus further comprises: a bullet increasing module, configured to:

control, in a case that the virtual bullet hits the second virtual object in the game battle, a quantity of available virtual bullets equipped on the virtual firearm to be increased by a first value after a first time period; and

control, in a case that the virtual bullet does not hit the second virtual object in the game battle, the quantity of available virtual bullets equipped on the virtual firearm to be increased by a second value after a second time period, wherein

the first time period is less than the second time period.

11. The apparatus according to claim 10, further comprising:

an icon display module, configured to display a progress icon in the battle interface during a process of increasing the quantity of available virtual bullets, wherein

the progress icon is used for indicating increment progress of the quantity of available virtual bullets.

12. A terminal, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, wherein the at least one instruction, the at least one program, the code set, or the instruction set is used to, when being loaded and executed by the processor, execute the virtual object control method according to any one of claims 1 to 9.

13. A computer-readable storage medium, storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, wherein the at least one program, the code set, or the instruction set is used to, when being loaded and executed by a processor, execute the virtual object control method according to any one of claims 1 to 9.