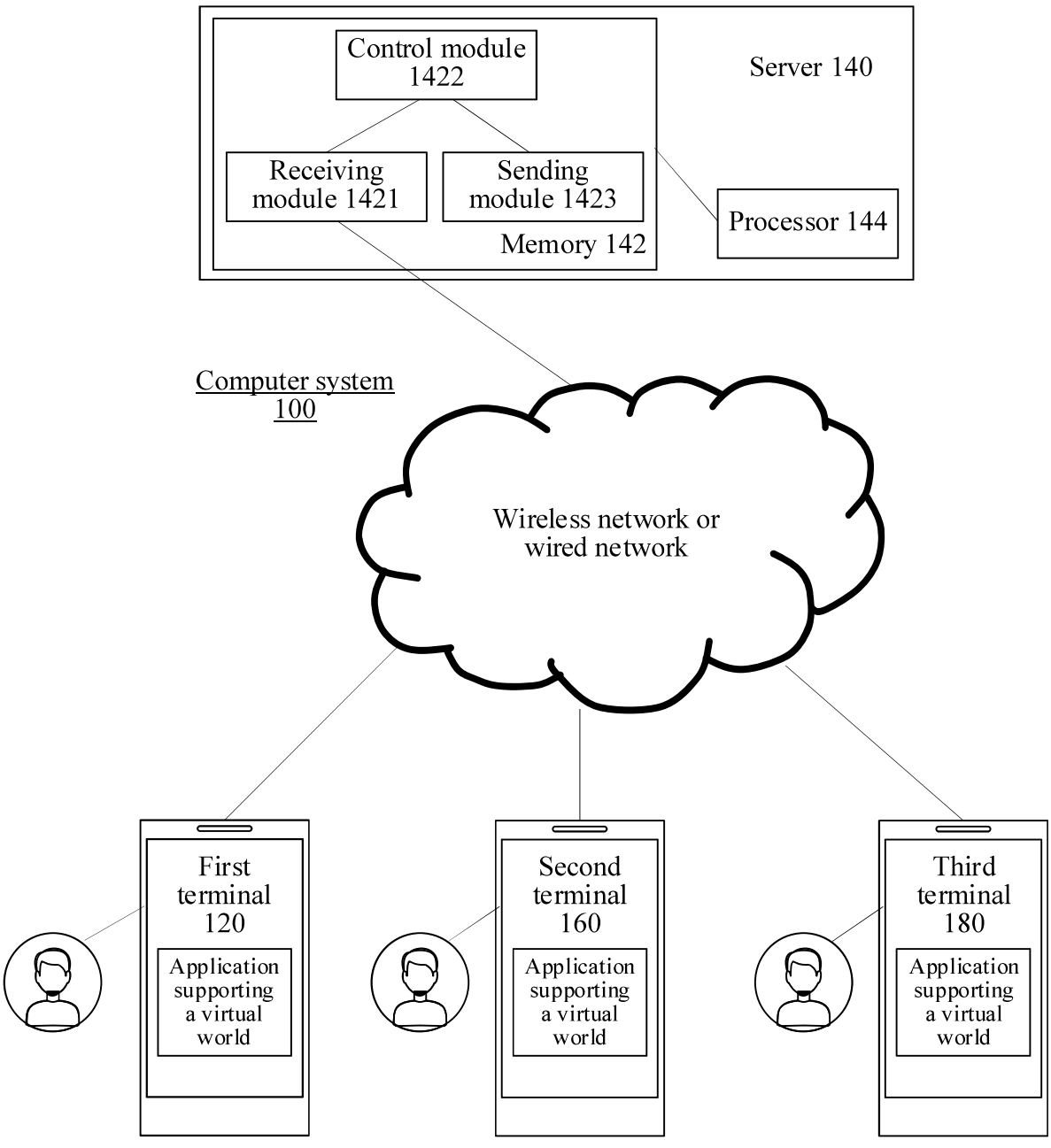
Control module 1422
Server 140
Receiving module 1421
Sending module 1423
Memory 142
Processor 144
Computer system 100
Wireless network or wired network
First terminal 120
Application supporting a virtual world
Second terminal 160
Application supporting a virtual world
Third terminal 180
Application supporting a virtual world

FIG. 1

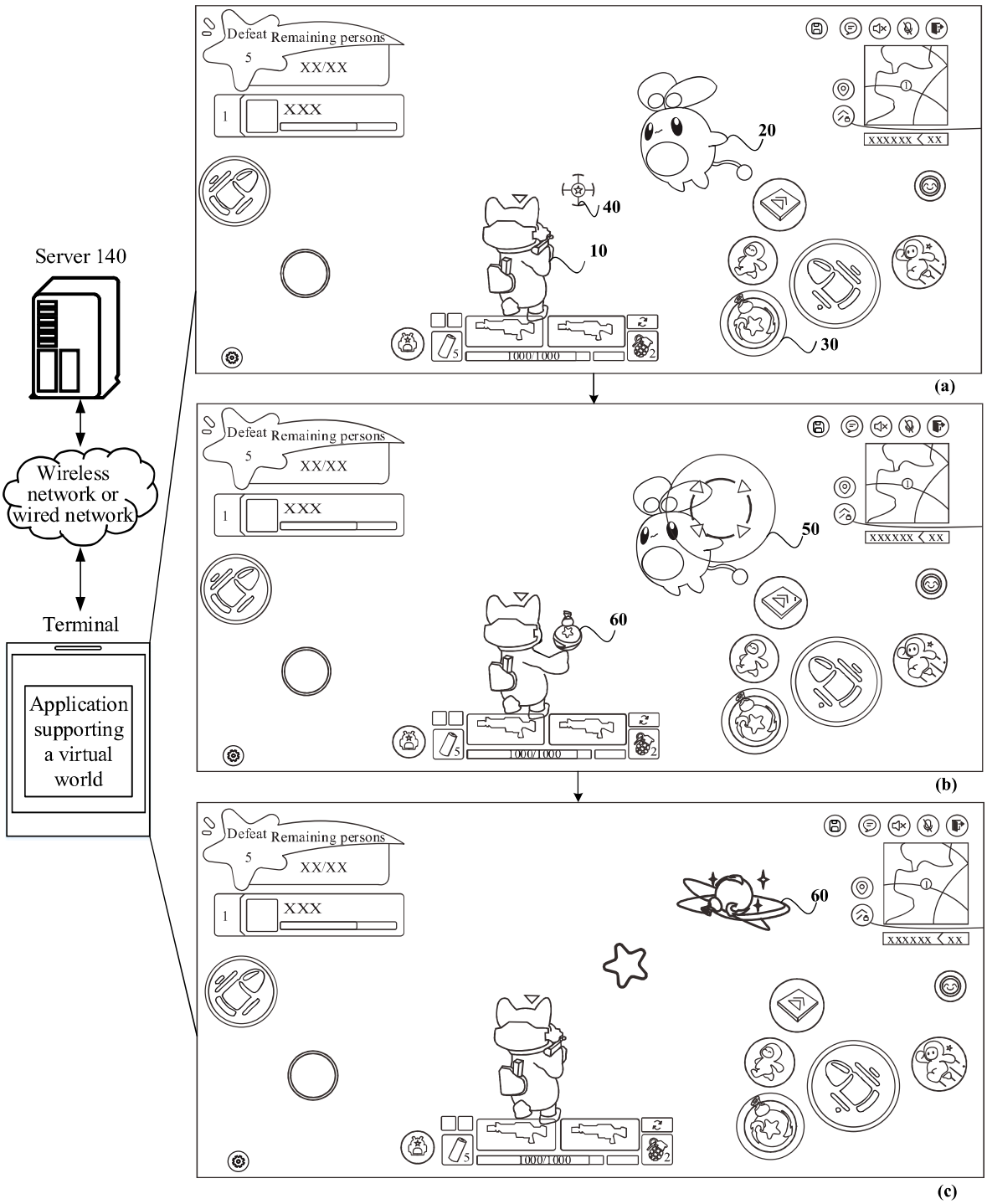
Server 140
Wireless network or wired network
Terminal
Application supporting a virtual world
Defeat
Remaining persons
5
XX/XX
1
XXX
20
40
10
30
1000/1000
(a)
50
60
(b)
60
(c)

FIG. 2

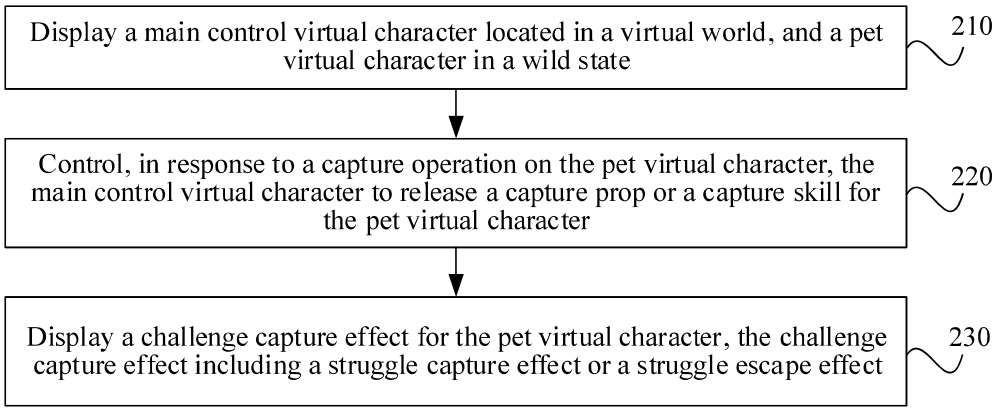

FIG. 3

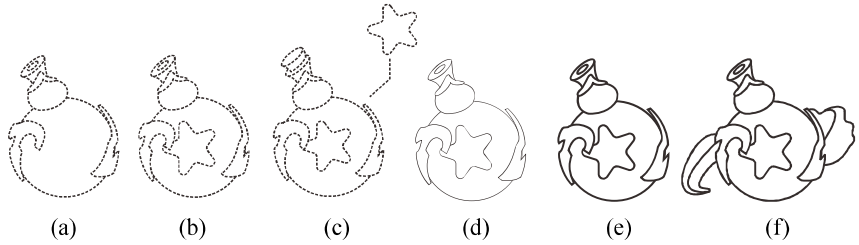

FIG. 4

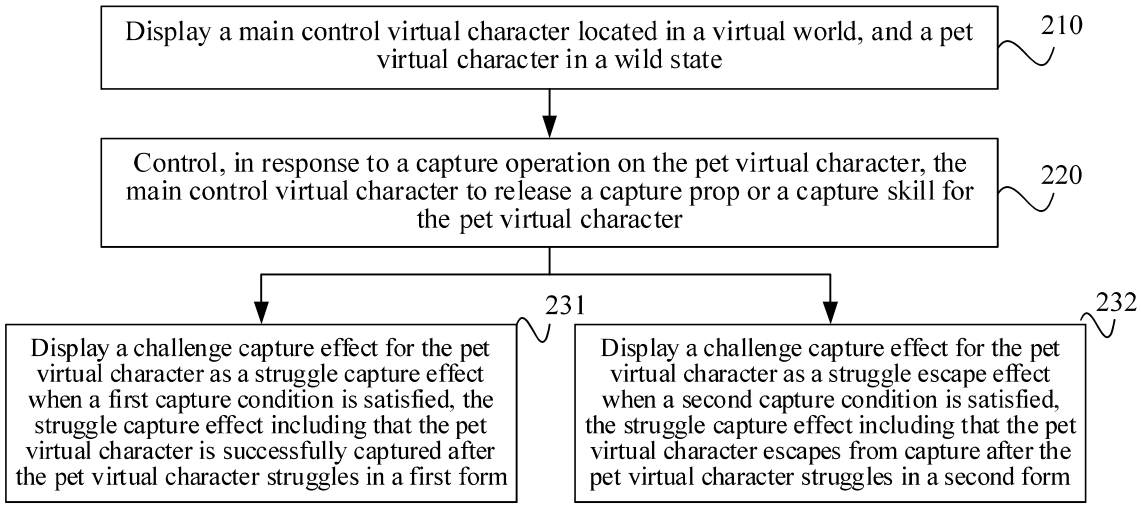

FIG. 5

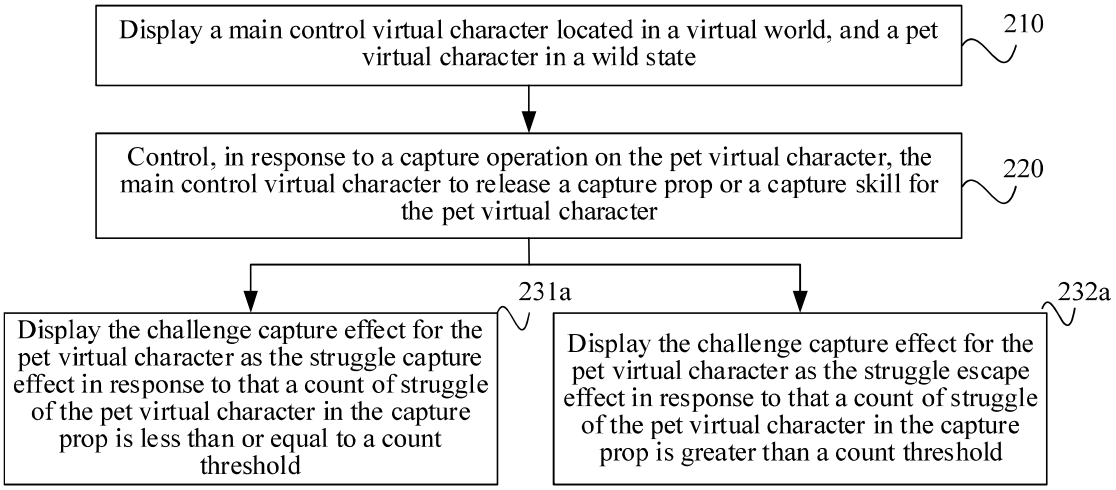
Display a main control virtual character located in a virtual world, and a pet virtual character in a wild state
210
Control, in response to a capture operation on the pet virtual character, the main control virtual character to release a capture prop or a capture skill for the pet virtual character
220
231a
Display the challenge capture effect for the pet virtual character as the struggle capture effect in response to that a count of struggle of the pet virtual character in the capture prop is less than or equal to a count threshold
232a
Display the challenge capture effect for the pet virtual character as the struggle escape effect in response to that a count of struggle of the pet virtual character in the capture prop is greater than a count threshold

FIG. 6

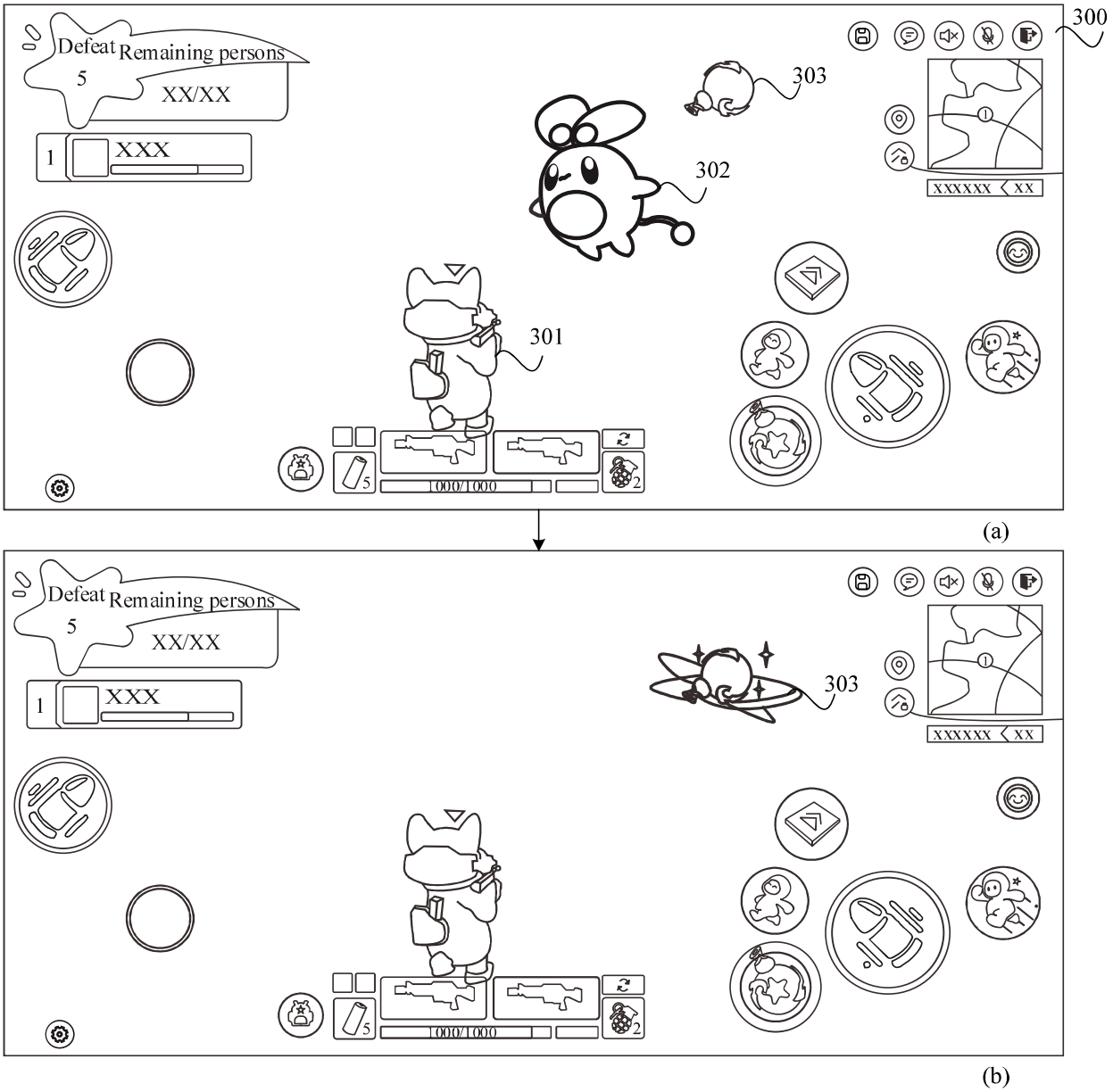
Defeat
Remaining persons
5
XX/XX
1
XXX
300
303
302
301
XXXXXX
XX
1000/1000
5
2
(a)
Defeat
Remaining persons
5
XX/XX
1
XXX
303
XXXXXX
XX
1000/1000
5
2
(b)

FIG. 7

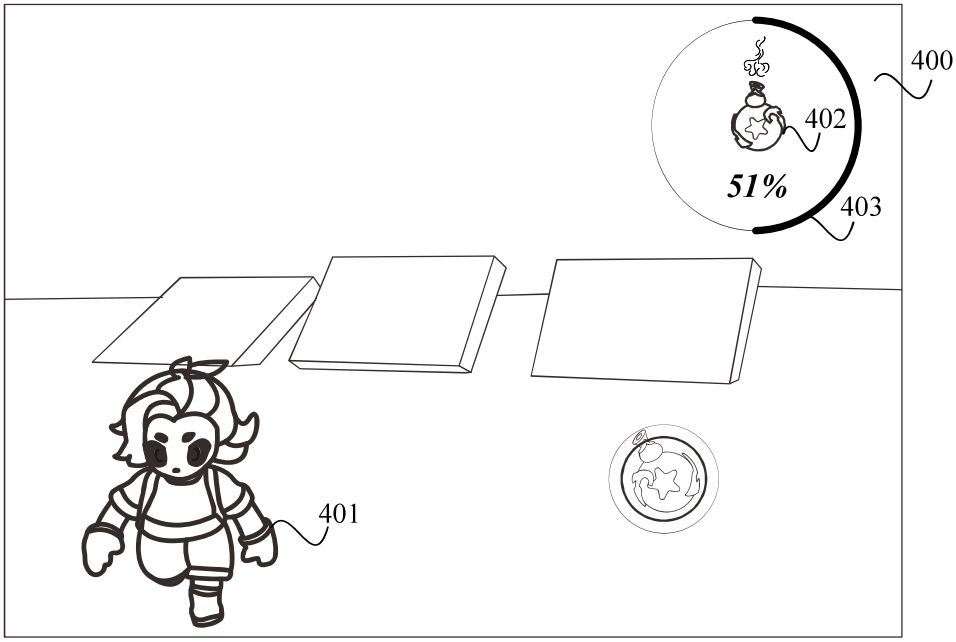

FIG. 8

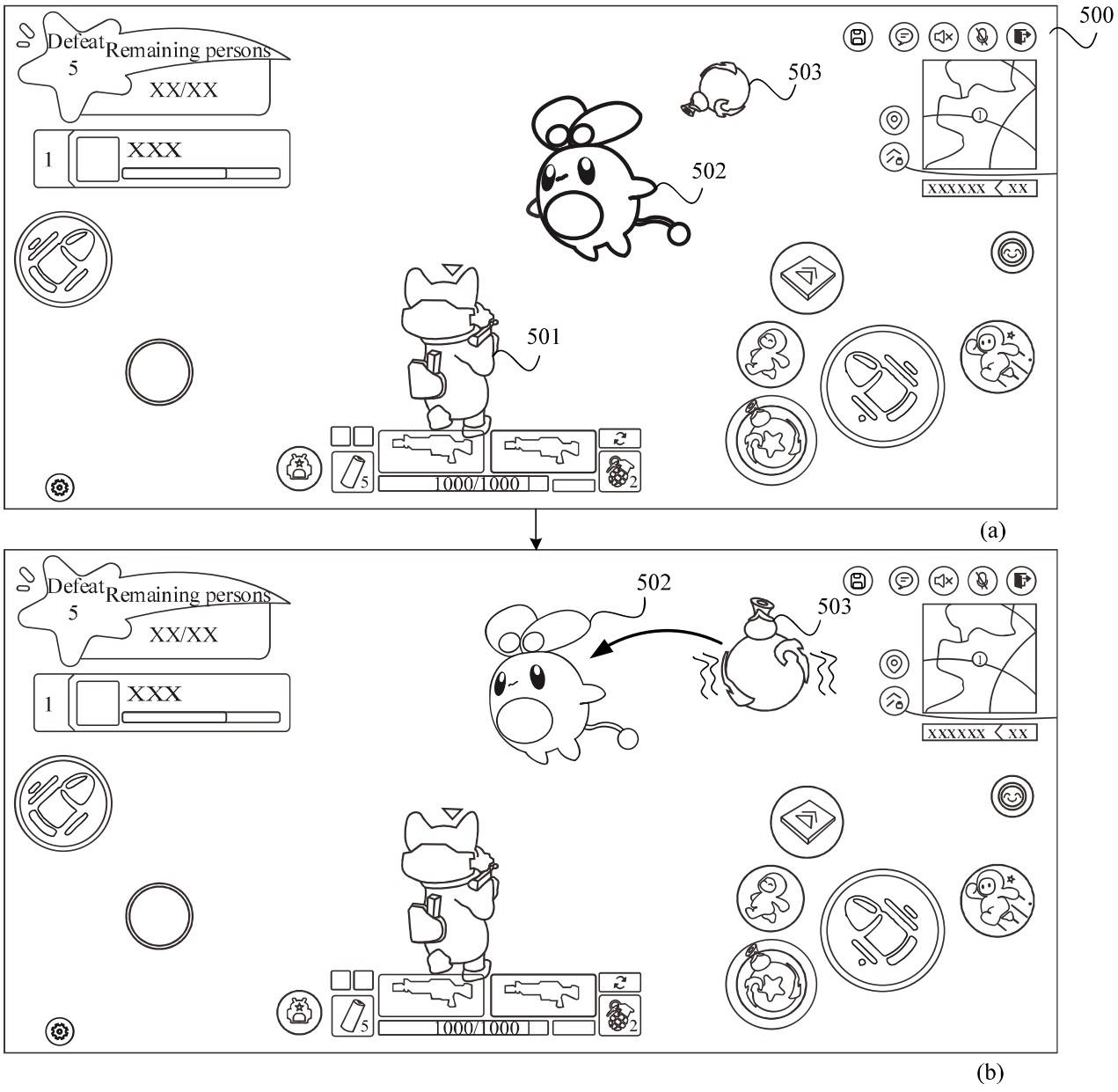
500
Defeat
5
Remaining persons
XX/XX
1
XXX
503
502
501
XXXXXX
XX
1000/1000
(a)
Defeat
5
Remaining persons
XX/XX
1
XXX
502
503
XXXXXX
XX
1000/1000
(b)

FIG. 9

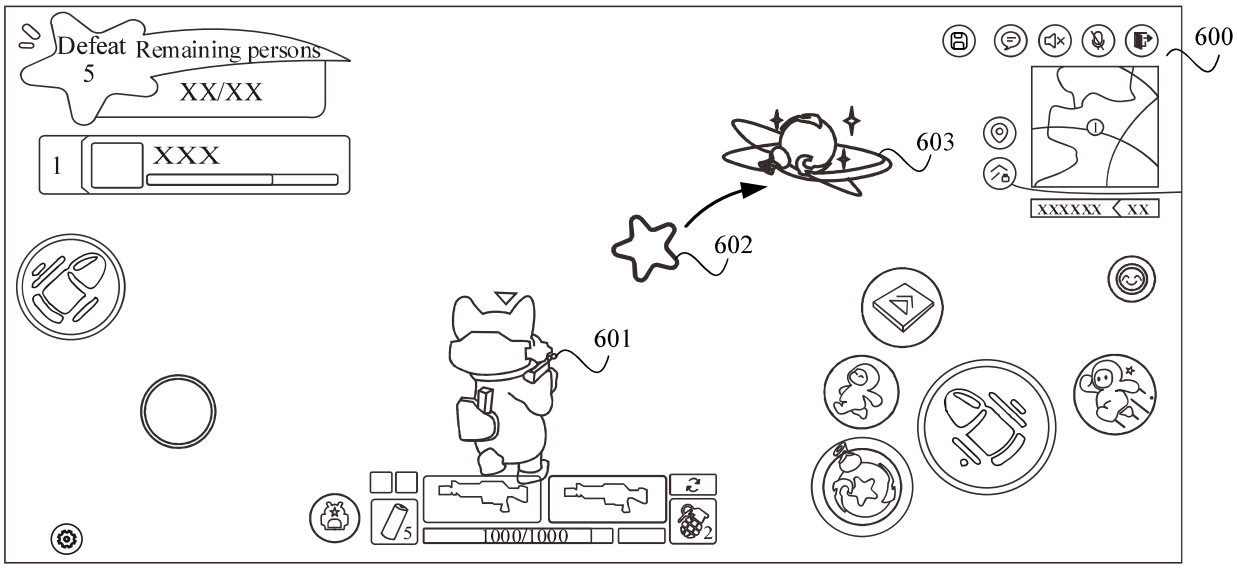
Defeat
5
Remaining persons
XX/XX
1
XXX
600
603
602
601
XXXXXX
XX
5
1000/1000
2

FIG. 10

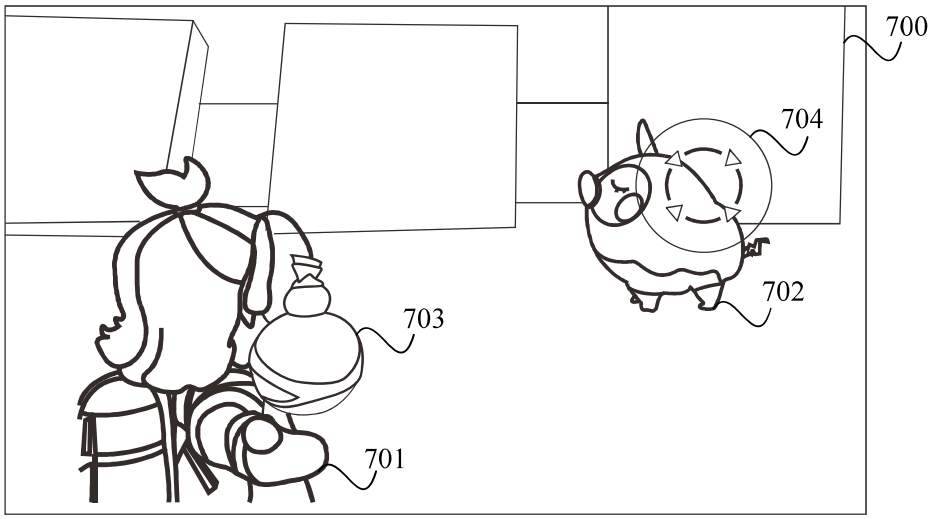

FIG. 11

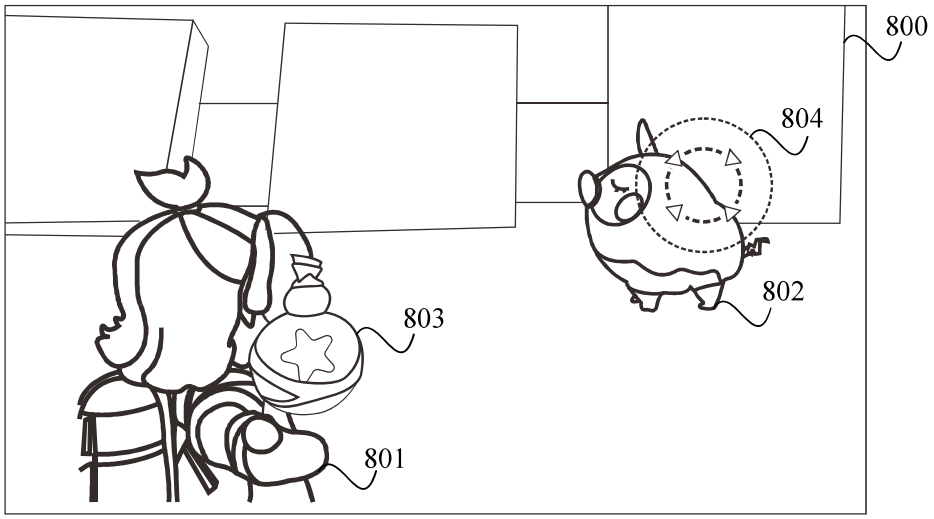

FIG. 12

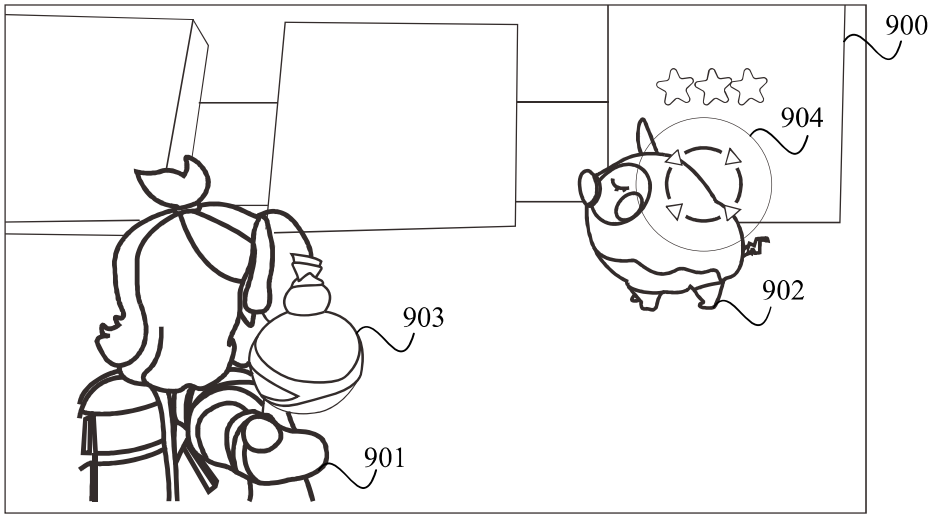
900
904
902
903
901

FIG. 13

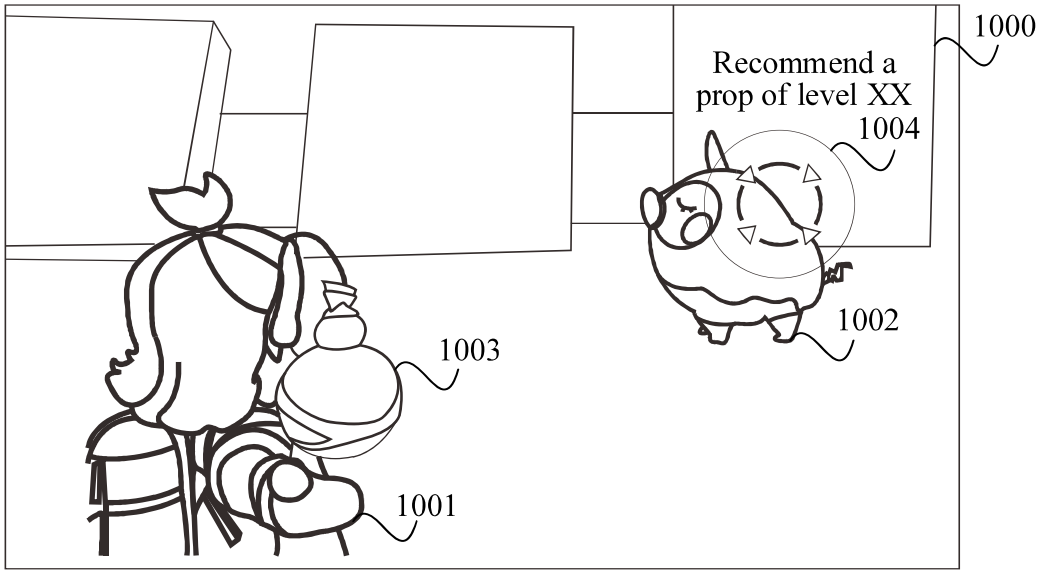
1000
Recommend a
prop of level XX
1004
1002
1003
1001

FIG. 14

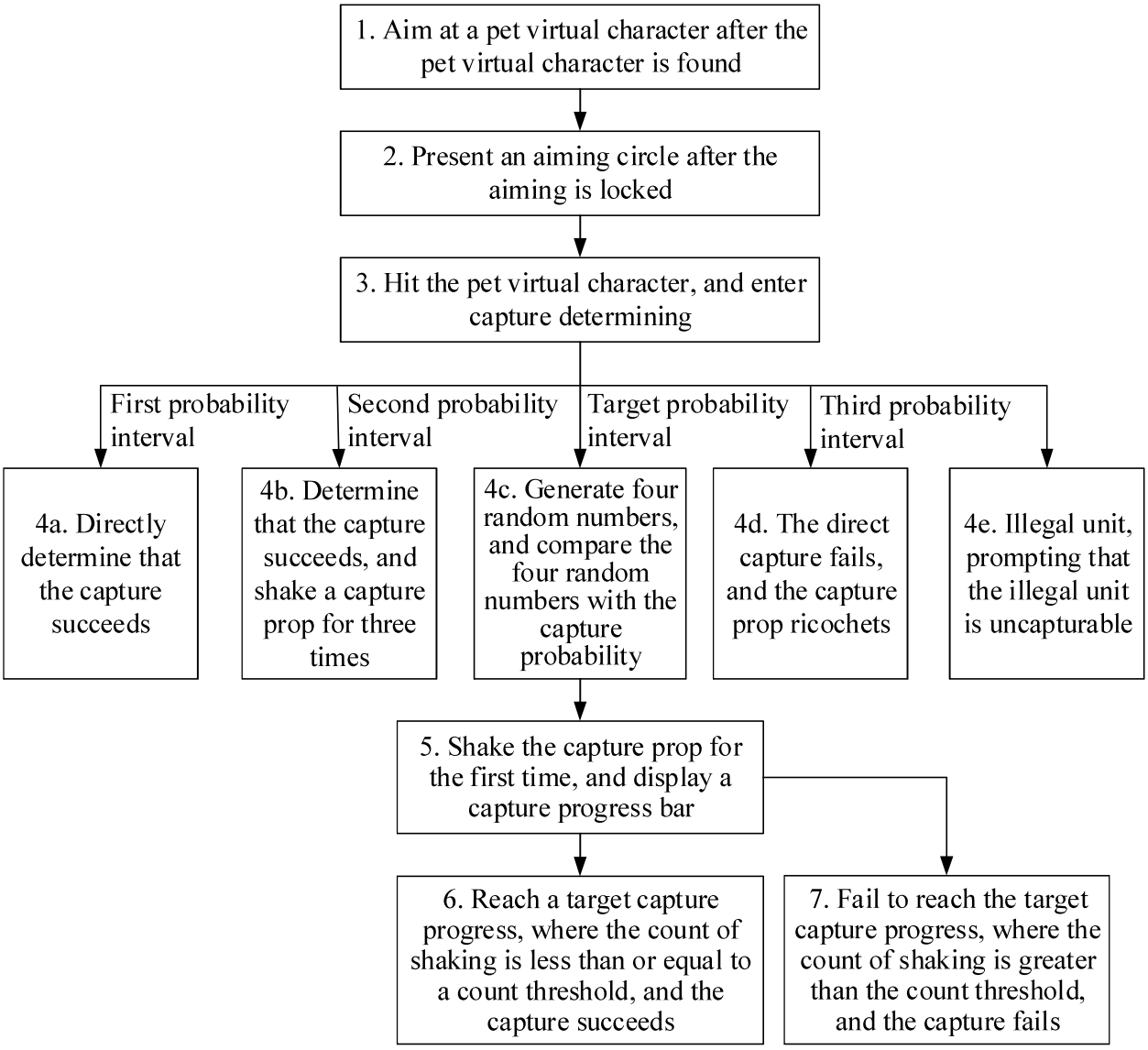
1. Aim at a pet virtual character after the pet virtual character is found
2. Present an aiming circle after the aiming is locked
3. Hit the pet virtual character, and enter capture determining
First probability interval
Second probability interval
Target probability interval
Third probability interval
4a. Directly determine that the capture succeeds
4b. Determine that the capture succeeds, and shake a capture prop for three times
4c. Generate four random numbers, and compare the four random numbers with the capture probability
4d. The direct capture fails, and the capture prop ricochets
4e. Illegal unit, prompting that the illegal unit is uncapturable
5. Shake the capture prop for the first time, and display a capture progress bar
6. Reach a target capture progress, where the count of shaking is less than or equal to a count threshold, and the capture succeeds
7. Fail to reach the target capture progress, where the count of shaking is greater than the count threshold, and the capture fails

FIG. 15

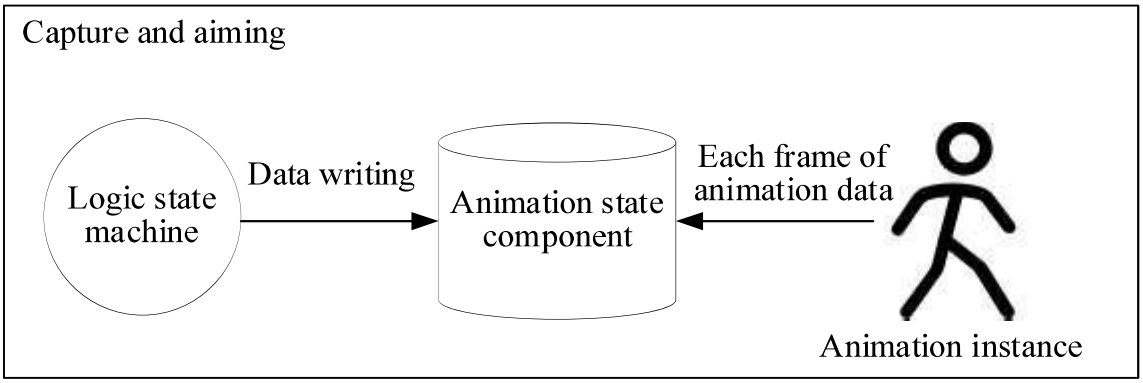
Capture and aiming
Logic state machine
Data writing
Animation state component
Each frame of animation data
Animation instance

FIG. 16

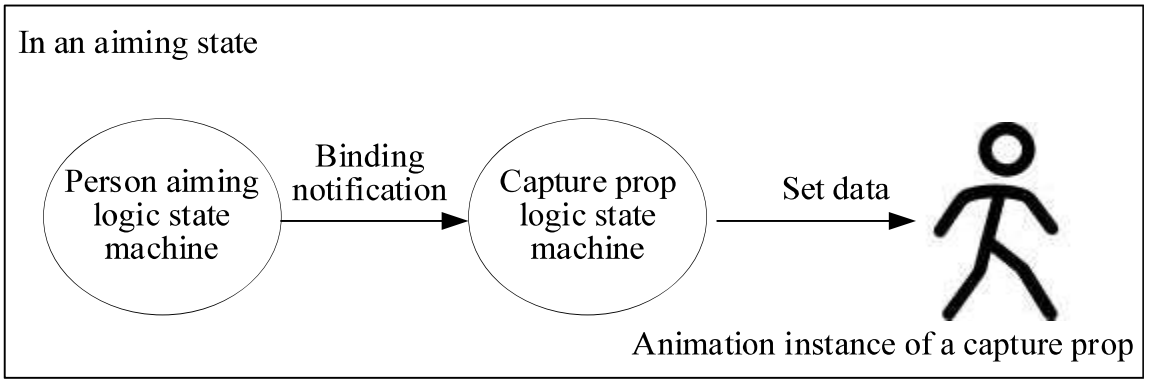
In an aiming state
Person aiming logic state machine
Binding notification
Capture prop logic state machine
Set data
Animation instance of a capture prop

FIG. 17

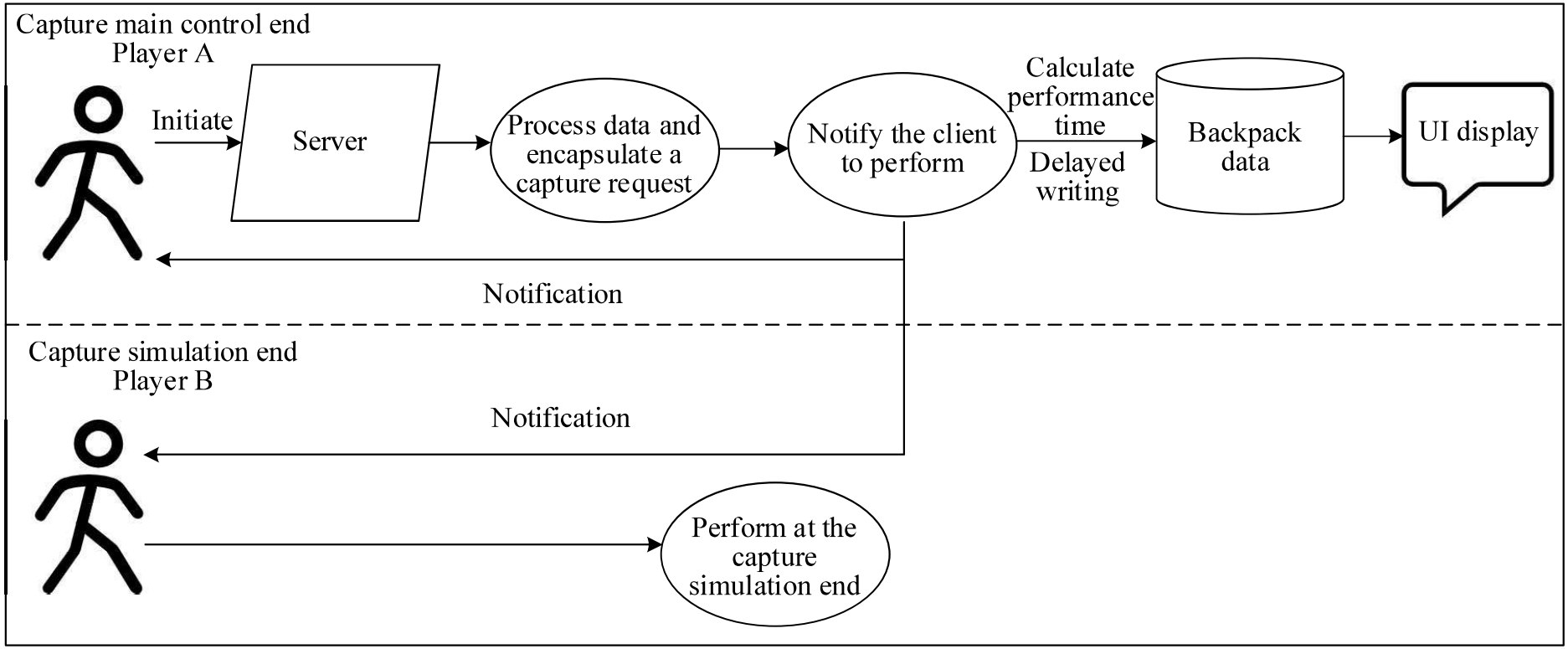
Capture main control end
Player A
Initiate
Server
Process data and encapsulate a capture request
Notify the client to perform
Calculate performance time
Delayed writing
Backpack data
UI display
Notification
Capture simulation end
Player B
Notification
Perform at the capture simulation end

FIG. 18

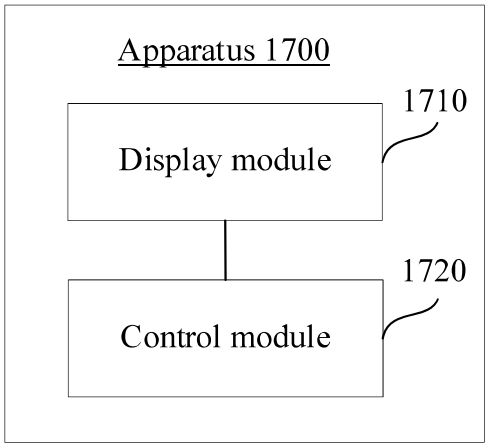

FIG. 19

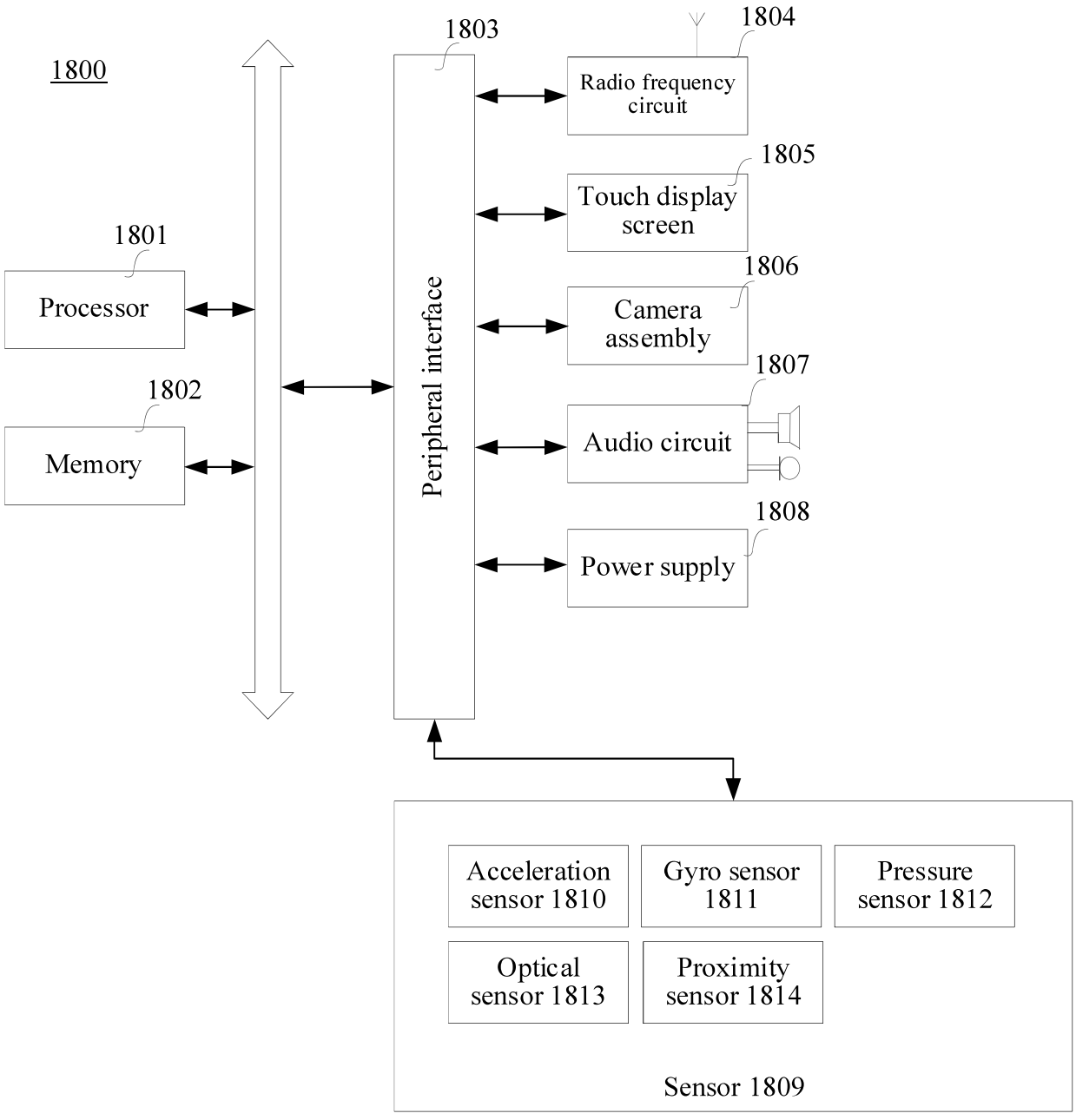
1800
1801
Processor
1802
Memory
1803
Peripheral interface
1804
Radio frequency circuit
1805
Touch display screen
1806
Camera assembly
1807
Audio circuit
1808
Power supply
Acceleration sensor 1810
Gyro sensor 1811
Pressure sensor 1812
Optical sensor 1813
Proximity sensor 1814
Sensor 1809

FIG. 20