ABSTRACT

The present application belongs to the field of human-computer interaction. Disclosed are a pet virtual character capture method and apparatus, and a device, a medium and a product. The method comprises: displaying a player-controlled virtual character that is located in a virtual world and a pet virtual character in a wild state; in response to a capture operation for the pet virtual character, controlling the player-controlled virtual character to release a capture item or cast a capture skill for the pet virtual character; and displaying a capture challenge effect for the pet virtual character, the capture challenge effect being a struggle-capture effect or a struggle-escape effect, wherein the struggle-capture effect is used for indicating that the pet virtual character is successfully captured after struggling, and the struggle-escape effect is used for indicating that the pet virtual character escapes from capture after struggling. The capture method for a pet virtual character associates a struggling performance of the pet virtual character with a capture result (capture or escape), and establishes an association between the capture performance and the capture result.

Figure 3