CLAIMS

1. A method for prompting that a virtual object is attacked, applicable to a mobile terminal, the method comprising:

displaying a user interface (UI), the UI comprising a target virtual object located in a virtual environment;

obtaining a being-attacked direction of the target virtual object, the being-attacked direction being a direction in which the target virtual object is attacked;

calculating a deviation direction and a deviation angle according to an initial direction and the being-attacked direction of the target virtual object, wherein

a direction the target virtual object faces before being attacked is the initial direction;

the deviation direction and the deviation angle are used for indicating a direction and an angle, respectively, by which a display position of being-attacked direction prompt information deviates from a default display position in the UI;

the default display position is determined by a front sight of a virtual weapon held by the target virtual object;

the being-attacked direction prompt information comprises an arc-shaped UI element;

adjusting a display position of the arc-shaped UI element, wherein

an angle between, a connection line between a central point of the arc-shaped UI element at the adjusted display position and a center, and a connection line between a central point of the arc-shaped UI element at the default display position and the center, is the deviation angle;

a deviation direction of the connection line between the central point of the arc-shaped UI element at the adjusted display position and the center, relative to the connection line between the central point of the arc-shaped UI element at the default display position and the center, is the deviation direction;

the center overlaps with a central point of the front sight of the virtual weapon held by the target virtual object; and

displaying the arc-shaped UI element in the UI according to the adjusted display position;

determining, according to the being-attacked direction, a jitter parameter of a virtual weapon held by the target virtual object; and

controlling, according to the jitter parameter, the virtual weapon to jitter.

2. The method according to claim 1, wherein after the obtaining a being-attacked direction of the target virtual object, the method further comprises:

obtaining being-attacked times corresponding to the being-attacked direction, the being-attacked times being a quantity of times that the target virtual object is attacked in the being-attacked direction; and

displaying being-attacked times prompt information in the UI, the being-attacked times prompt information being used for indicating the being-attacked times.

3. The method according to claim 1, wherein a display style of the being-attacked direction prompt information is related to at least one type of the following information: a being-attacked distance, a being-attacked time, being-attacked times, or a being-attacked damage.

4. The method according to claim 1, wherein after the displaying the arc-shaped UI element in the UI according to the adjusted display position, the method further comprises:

canceling the display of the arc-shaped UI element in the UI when a display duration of the arc-shaped UI element reaches a preset duration, and the target virtual object is subject to no other attacks from the being-attacked direction within the preset duration.

5. The method according to claim 1, wherein the determining, according to the being-attacked direction, a jitter parameter of a virtual weapon held by the target virtual object comprises:

determining a jitter direction and a jitter angle of the virtual weapon according to the being-attacked direction;

the jitter parameter comprising the jitter direction and the jitter angle, the jitter direction being a direction in which the virtual weapon deviates from an initial position, and the jitter angle being an angle at which the virtual weapon deviates from the initial position.

6. The method according to claim 5, wherein the controlling, according to the jitter parameter, the virtual weapon to jitter comprises:

controlling the virtual weapon to move from the initial position to a target position, the target position being a position obtained through rotation by the jitter angle from the initial position along the jitter direction with a preset reference point as a rotation center; and

controlling the virtual weapon to return form the target position to the initial position.

7. The method according to claim 5 or 6, wherein the jitter direction is opposite to the

being-attacked direction.

8. An apparatus for prompting that a virtual object is attacked, comprising:

an interface display module, configured to display a user interface (UI), the UI comprising a target virtual object located in a virtual environment;

a direction obtaining module, configured to obtain a being-attacked direction of the target virtual object, the being-attacked direction being a direction in which the target virtual object is attacked;

a position determination module, configured to calculate a deviation direction and a deviation angle according to an initial direction and the being-attacked direction of the target virtual object, wherein a direction the target virtual object faces before being attacked is the initial direction; the deviation direction and the deviation angle are used for indicating a direction and an angle, respectively, by which a display position of being-attacked direction prompt information deviates from a default display position in the UI; the default display position is determined by a front sight of a virtual weapon held by the target virtual object; the being-attacked direction prompt information comprises an arc-shaped UI element; adjust a display position of the arc-shaped UI element, wherein an angle between, a connection line between a central point of the arc-shaped UI element at the adjusted display position and a center, and a connection line between a central point of the arc-shaped UI element at the default display position and the center, is the deviation angle; a deviation direction of the connection line between the central point of the arc-shaped UI element at the adjusted display position and the center, relative to the connection line between the central point of the arc-shaped UI element at the default display position and the center, is the deviation direction; the center overlaps with a central point of the front sight of the virtual weapon held by the target virtual object;

an information display module, configured to display the arc-shaped UI element in the UI according to the adjusted display position;

a parameter determination module, configured to determine, according to the being-attacked direction, a jitter parameter of a virtual weapon held by the target virtual object; and

a jitter control module, configured to control, according to the jitter parameter, the virtual weapon to jitter.

9. A mobile 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, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to

implement the method for prompting that a virtual object is attacked according to any one of claims 1 to 7.

10. 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, the at least one program, the code set, or the instruction set being loaded and executed by a processor to implement the method for prompting that a virtual object is attacked according to any one of claims 1 to 7.