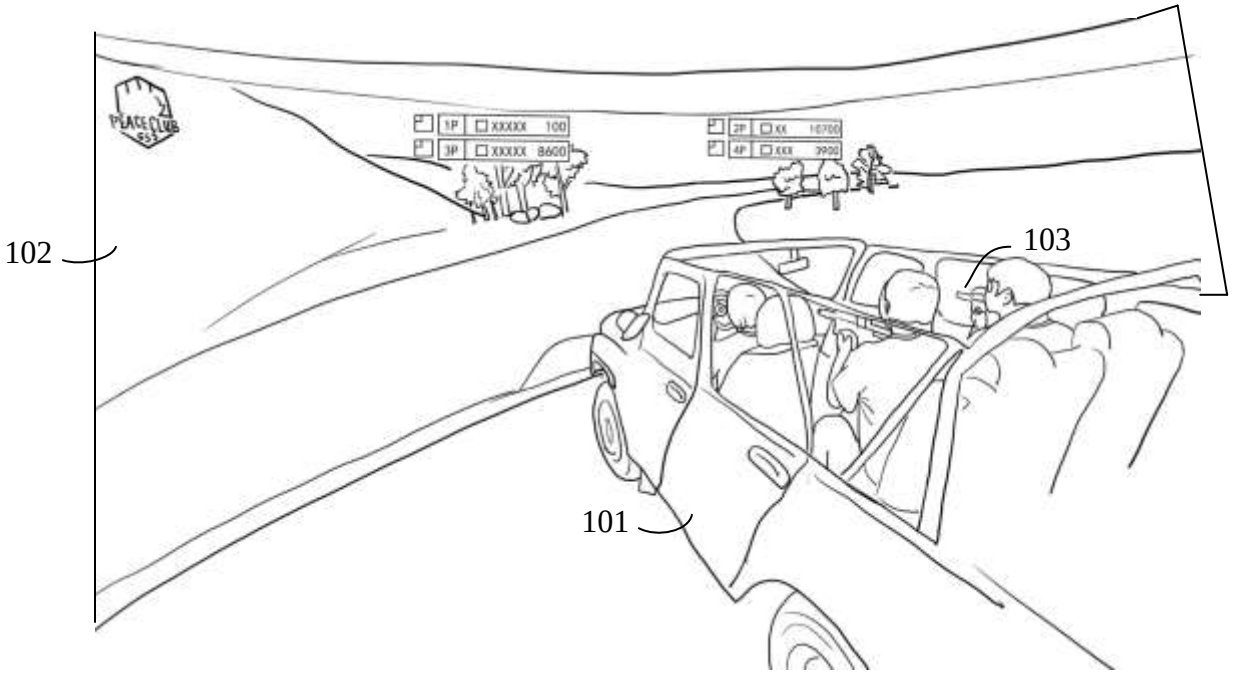

102
103
101

FIG. 1

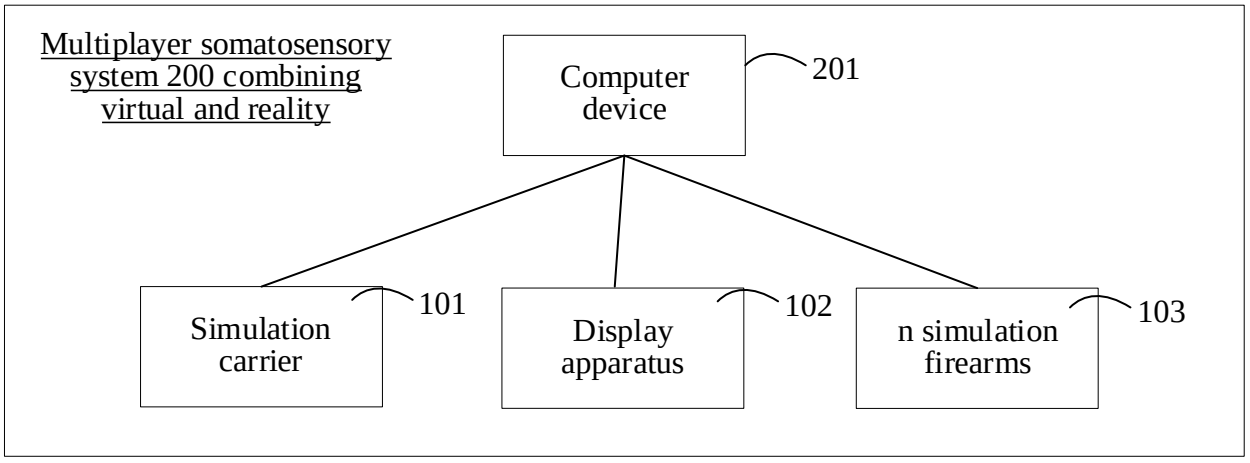

Multiplayer somatosensory system 200 combining virtual and reality
Computer device
201
Simulation carrier
101
Display apparatus
102
n simulation firearms
103

FIG. 2

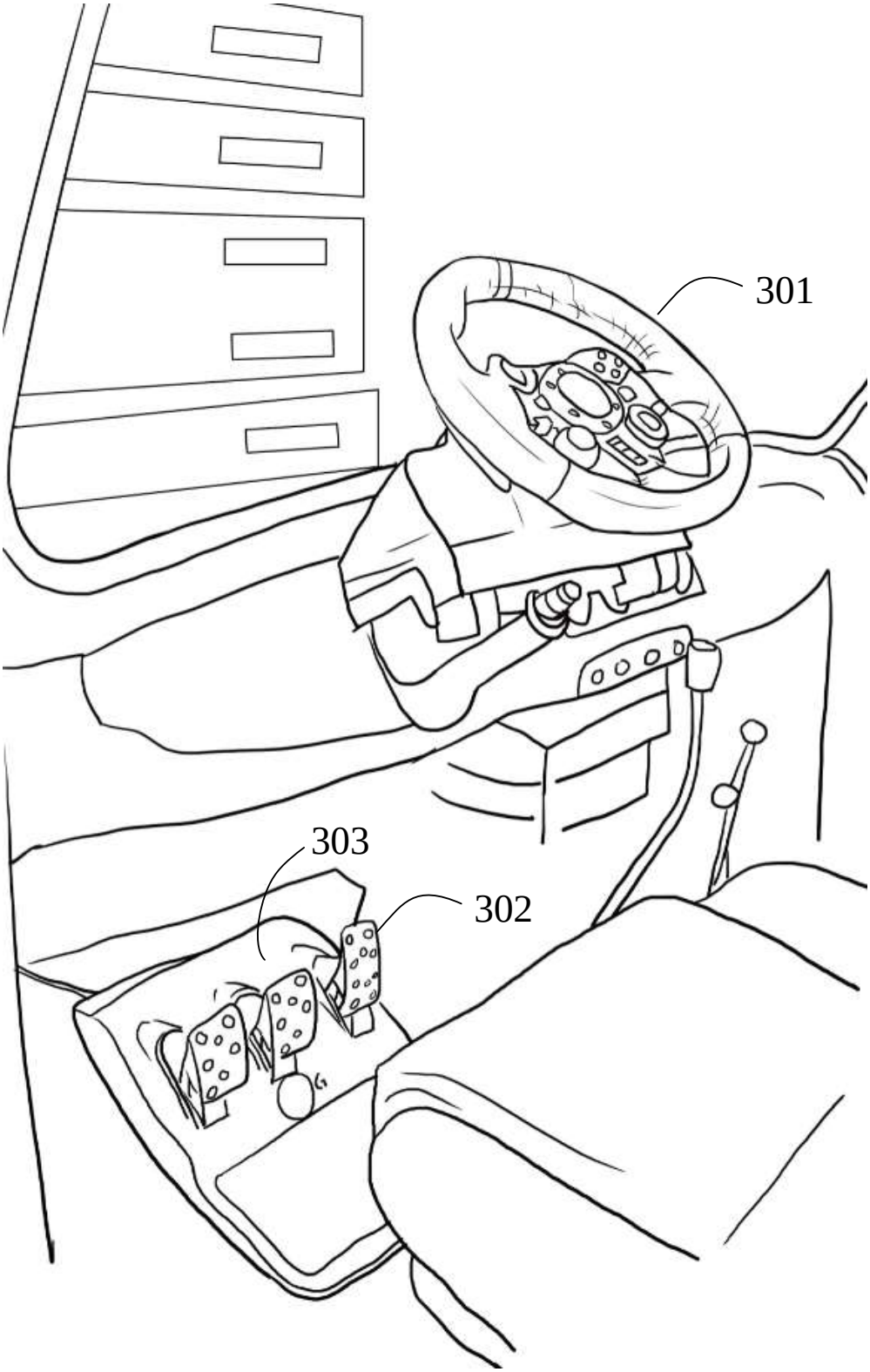


FIG. 3

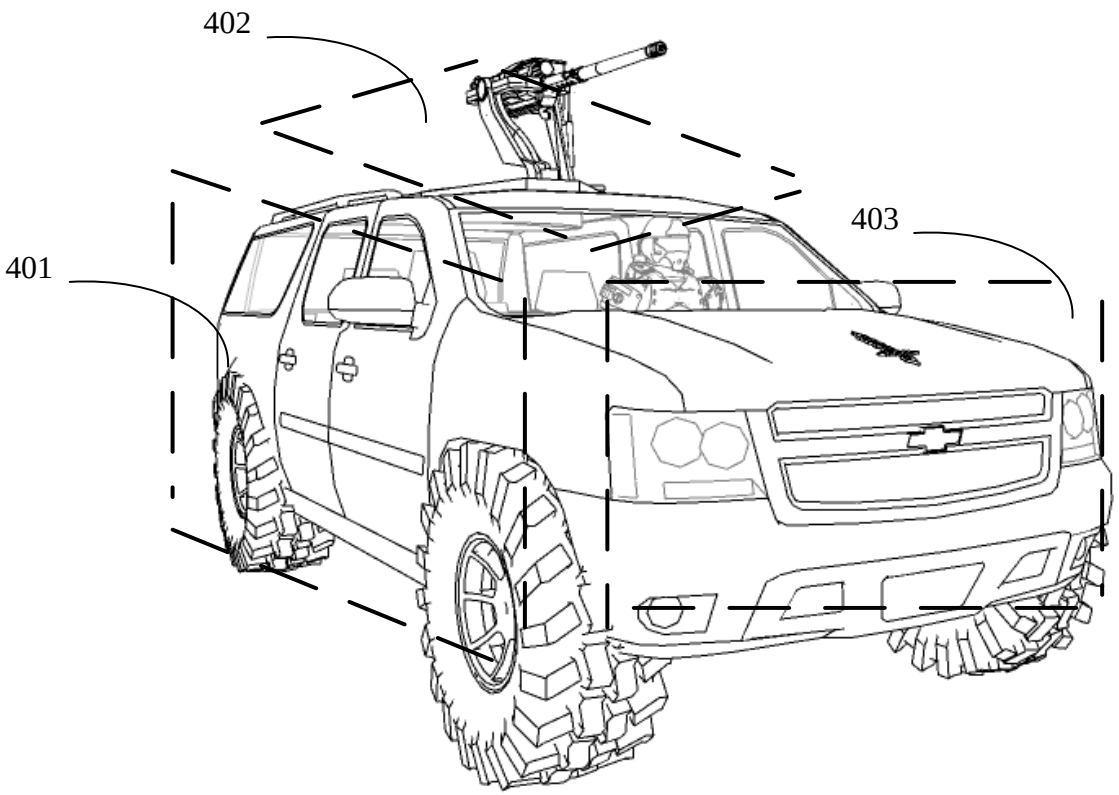


FIG. 4

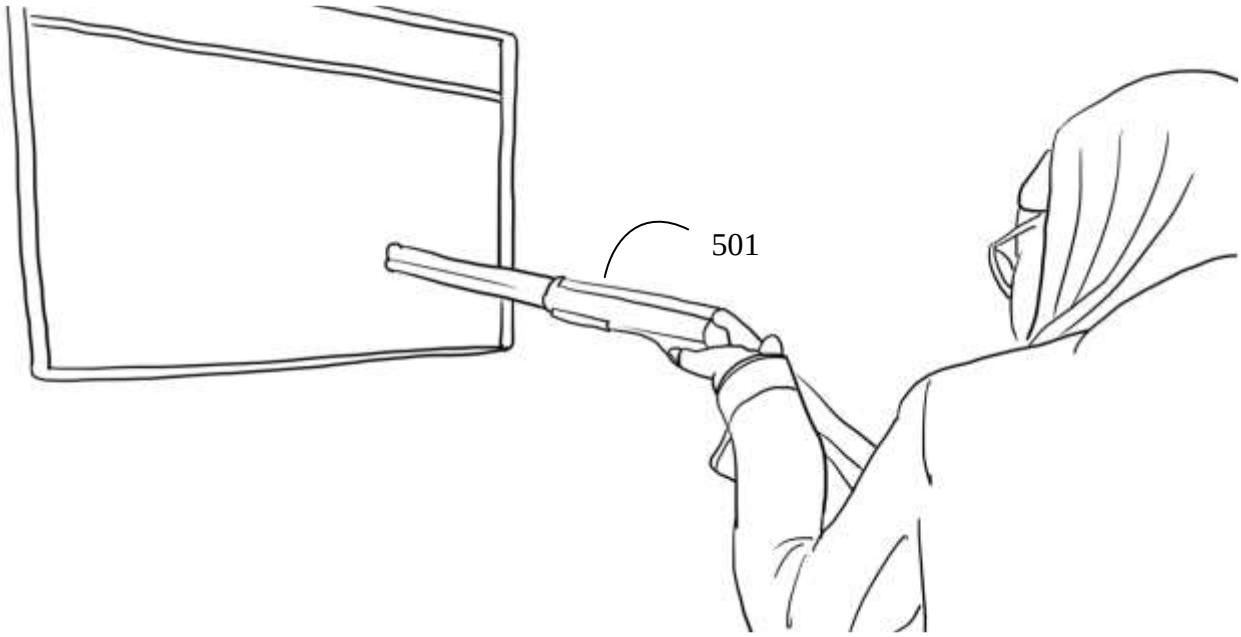


FIG. 5

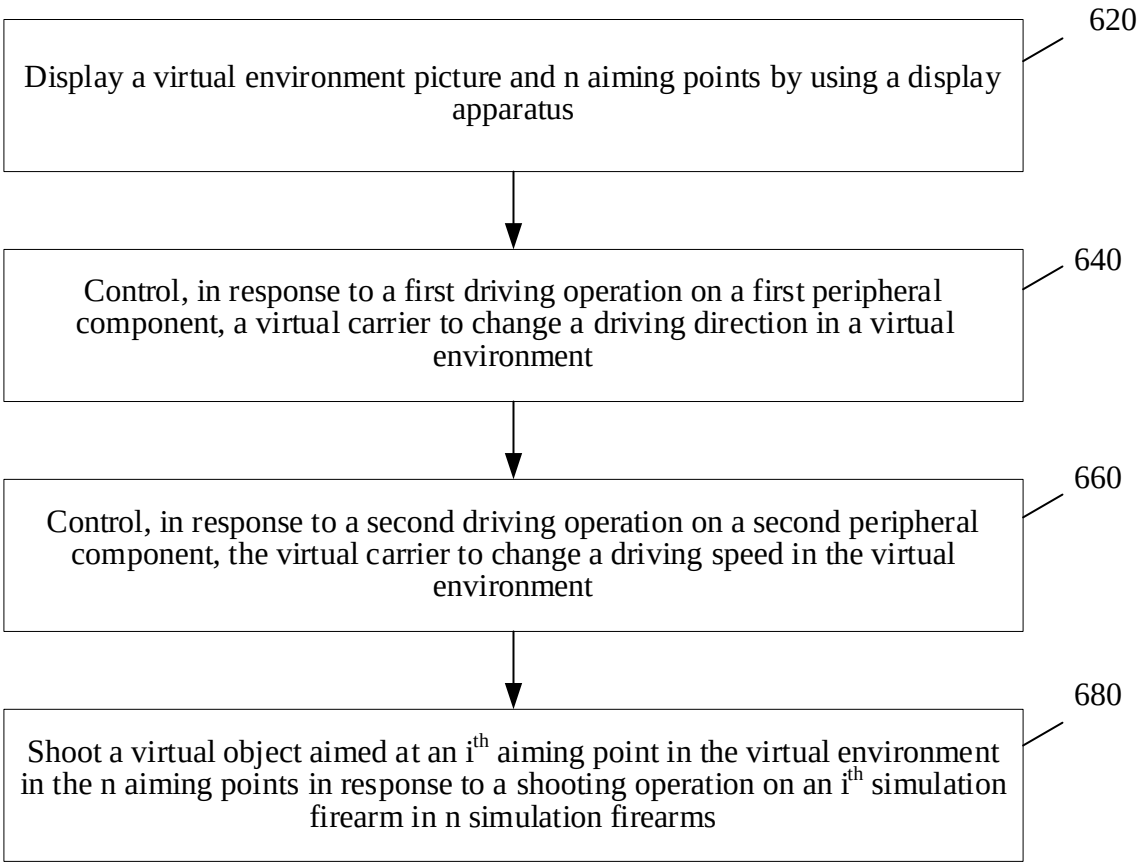

620
Display a virtual environment picture and n aiming points by using a display apparatus
640
Control, in response to a first driving operation on a first peripheral component, a virtual carrier to change a driving direction in a virtual environment
660
Control, in response to a second driving operation on a second peripheral component, the virtual carrier to change a driving speed in the virtual environment
680
Shoot a virtual object aimed at an i^{th} aiming point in the virtual environment in the n aiming points in response to a shooting operation on an i^{th} simulation firearm in n simulation firearms

FIG. 6

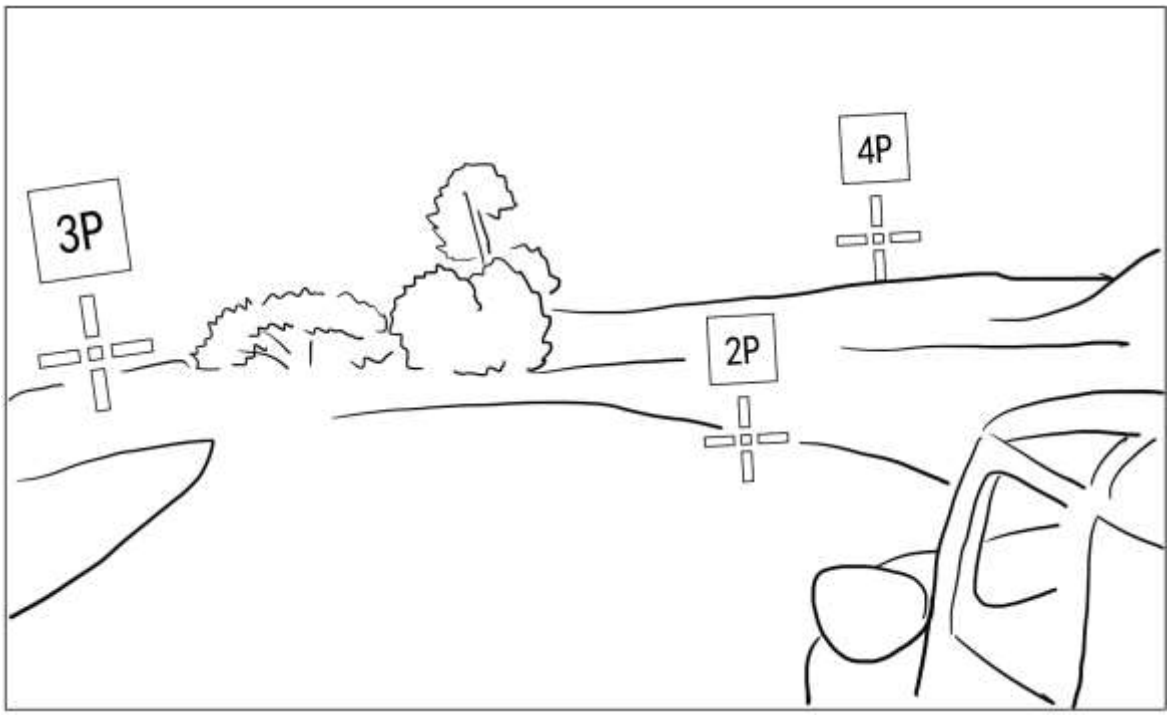

3P
4P
2P

FIG. 7

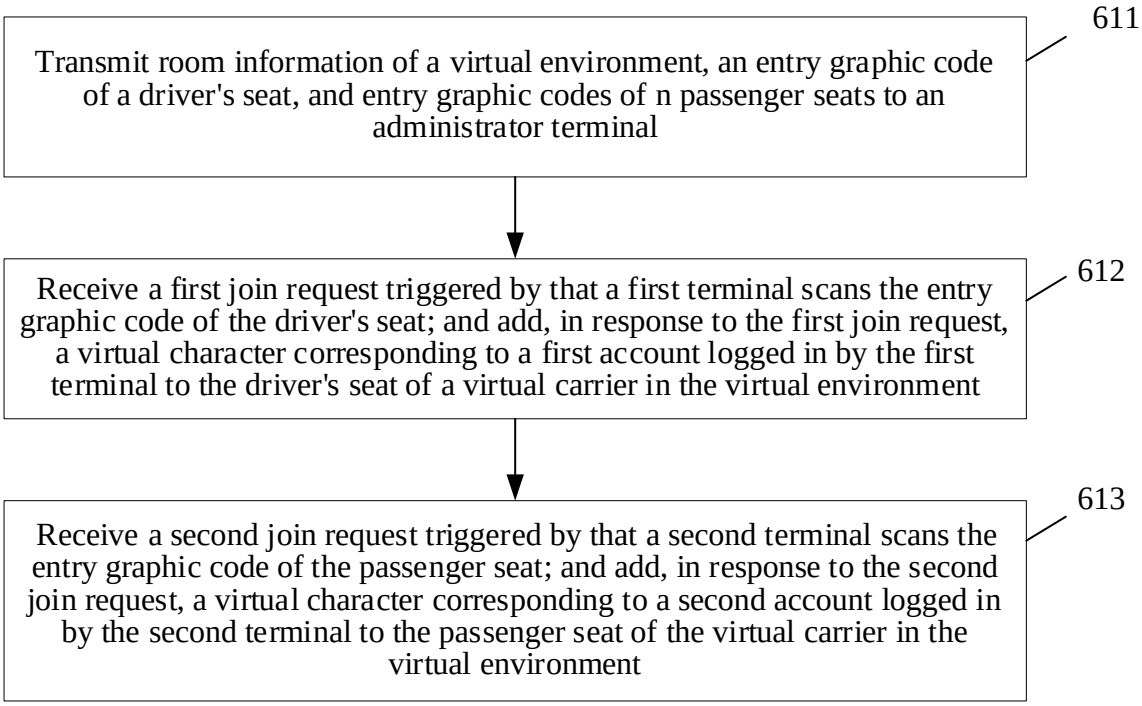

611
Transmit room information of a virtual environment, an entry graphic code of a driver's seat, and entry graphic codes of n passenger seats to an administrator terminal
612
Receive a first join request triggered by that a first terminal scans the entry graphic code of the driver's seat; and add, in response to the first join request, a virtual character corresponding to a first account logged in by the first terminal to the driver's seat of a virtual carrier in the virtual environment
613
Receive a second join request triggered by that a second terminal scans the entry graphic code of the passenger seat; and add, in response to the second join request, a virtual character corresponding to a second account logged in by the second terminal to the passenger seat of the virtual carrier in the virtual environment

FIG. 8

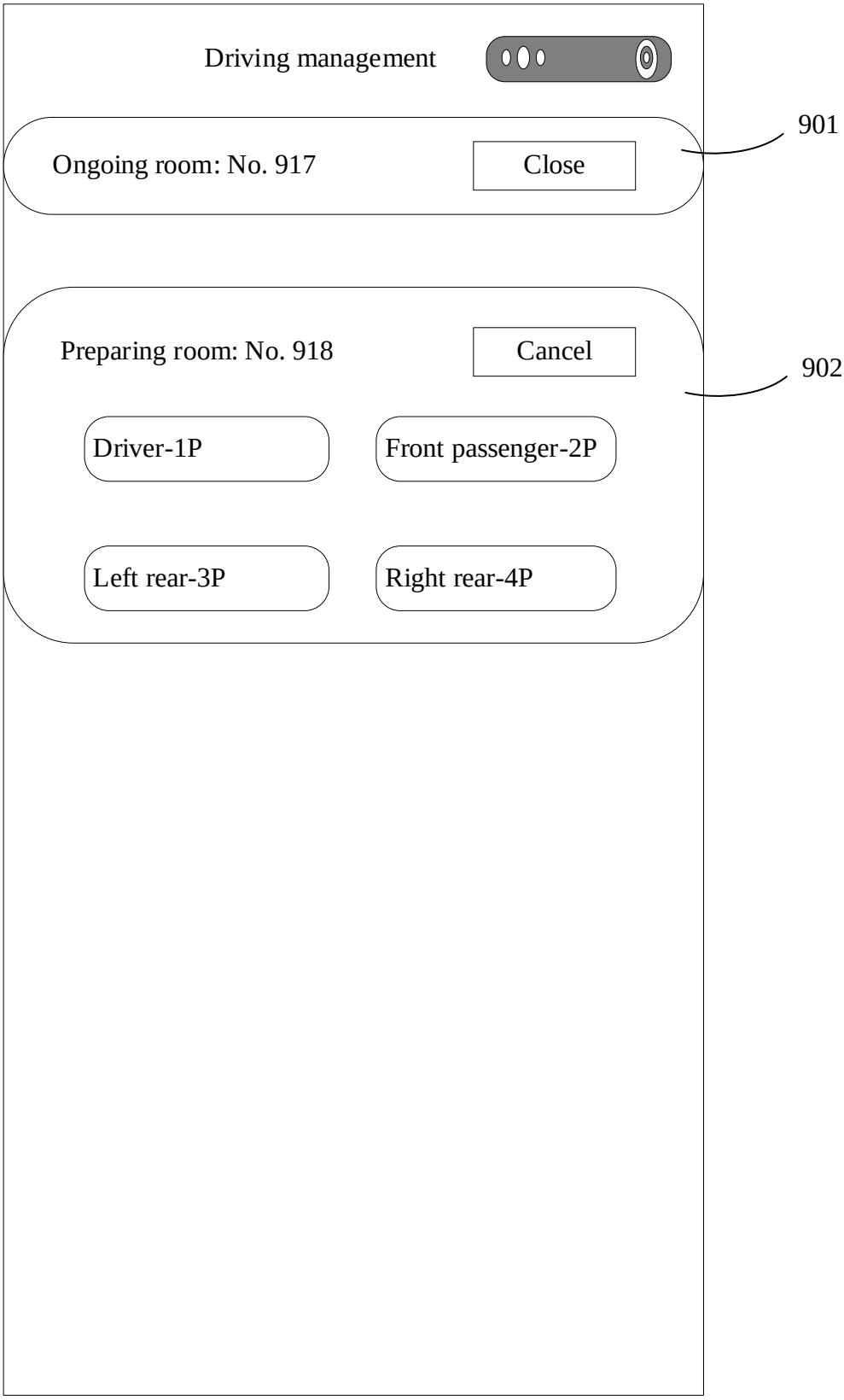

Driving management
Ongoing room: No. 917
Close
901
Preparing room: No. 918
Cancel
902
Driver-1P
Front passenger-2P
Left rear-3P
Right rear-4P

FIG. 9

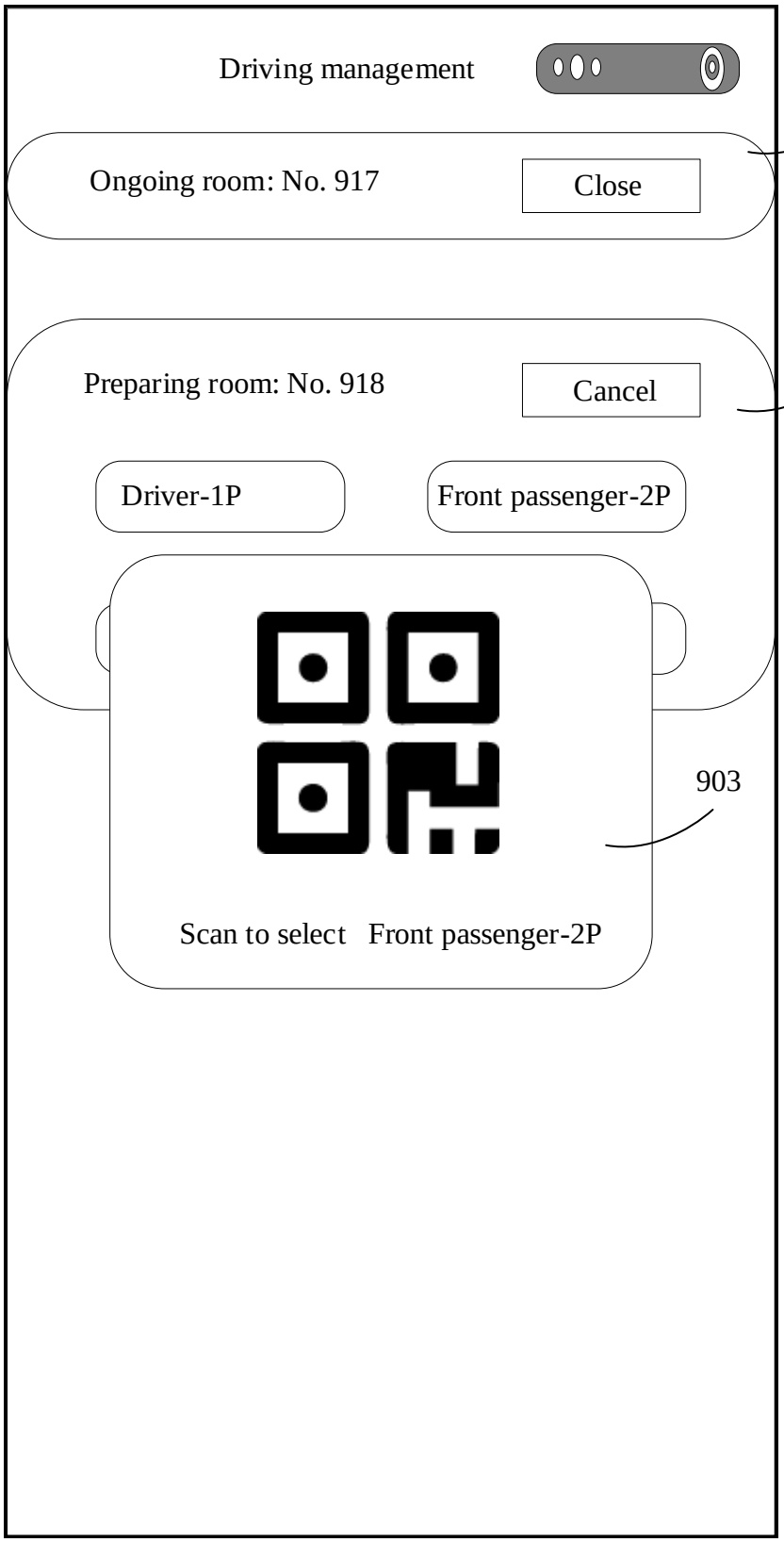
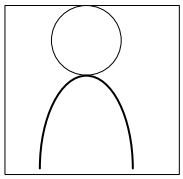

Driving management
901
Ongoing room: No. 917
Close
902
Preparing room: No. 918
Cancel
Driver-1P
Front passenger-2P
903
Scan to select Front passenger-2P

FIG. 10





Player 2

Room 918

1101

Front passenger-2P

Joined successfully, please wait for the game to start

Room number	Position	Start time	Game friends	Score
0	Driver	11-17 18:06		7950
50	Left rear	11-18 14:02		12203
94	Front passenger	11-18 15:22		22500
118	Right rear	11-18 18:59		11205

1102

FIG. 11

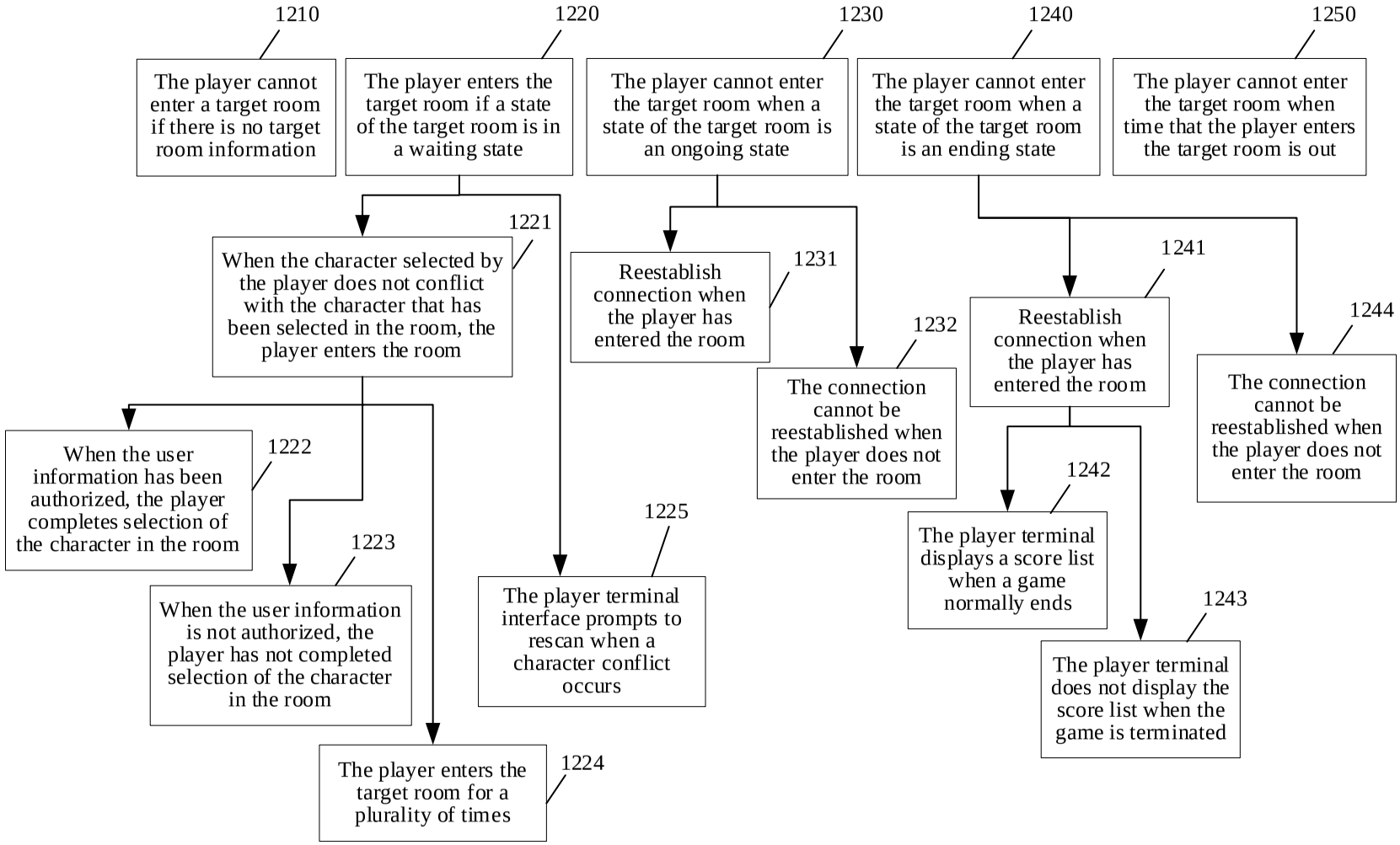

1210
The player cannot enter a target room if there is no target room information
1220
The player enters the target room if a state of the target room is in a waiting state
1230
The player cannot enter the target room when a state of the target room is an ongoing state
1240
The player cannot enter the target room when a state of the target room is an ending state
1250
The player cannot enter the target room when time that the player enters the target room is out
1221
When the character selected by the player does not conflict with the character that has been selected in the room, the player enters the room
1231
Reestablish connection when the player has entered the room
1232
The connection cannot be reestablished when the player does not enter the room
1241
Reestablish connection when the player has entered the room
1244
The connection cannot be reestablished when the player does not enter the room
1222
When the user information has been authorized, the player completes selection of the character in the room
1223
When the user information is not authorized, the player has not completed selection of the character in the room
1225
The player terminal interface prompts to rescan when a character conflict occurs
1242
The player terminal displays a score list when a game normally ends
1243
The player terminal does not display the score list when the game is terminated
1224
The player enters the target room for a plurality of times

FIG. 12

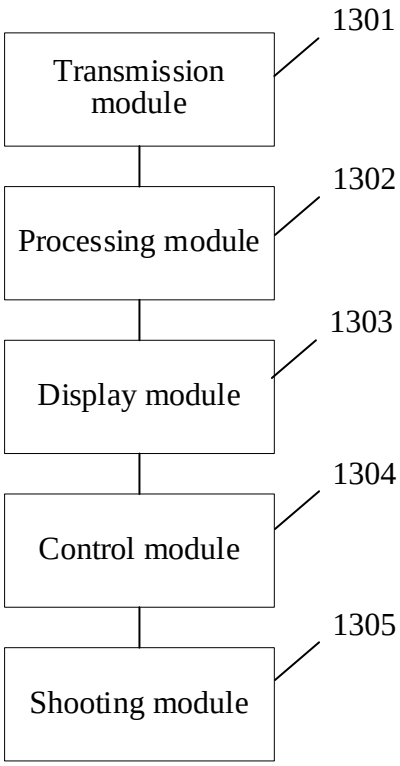

1301
Transmission module
1302
Processing module
1303
Display module
1304
Control module
1305
Shooting module

FIG. 13

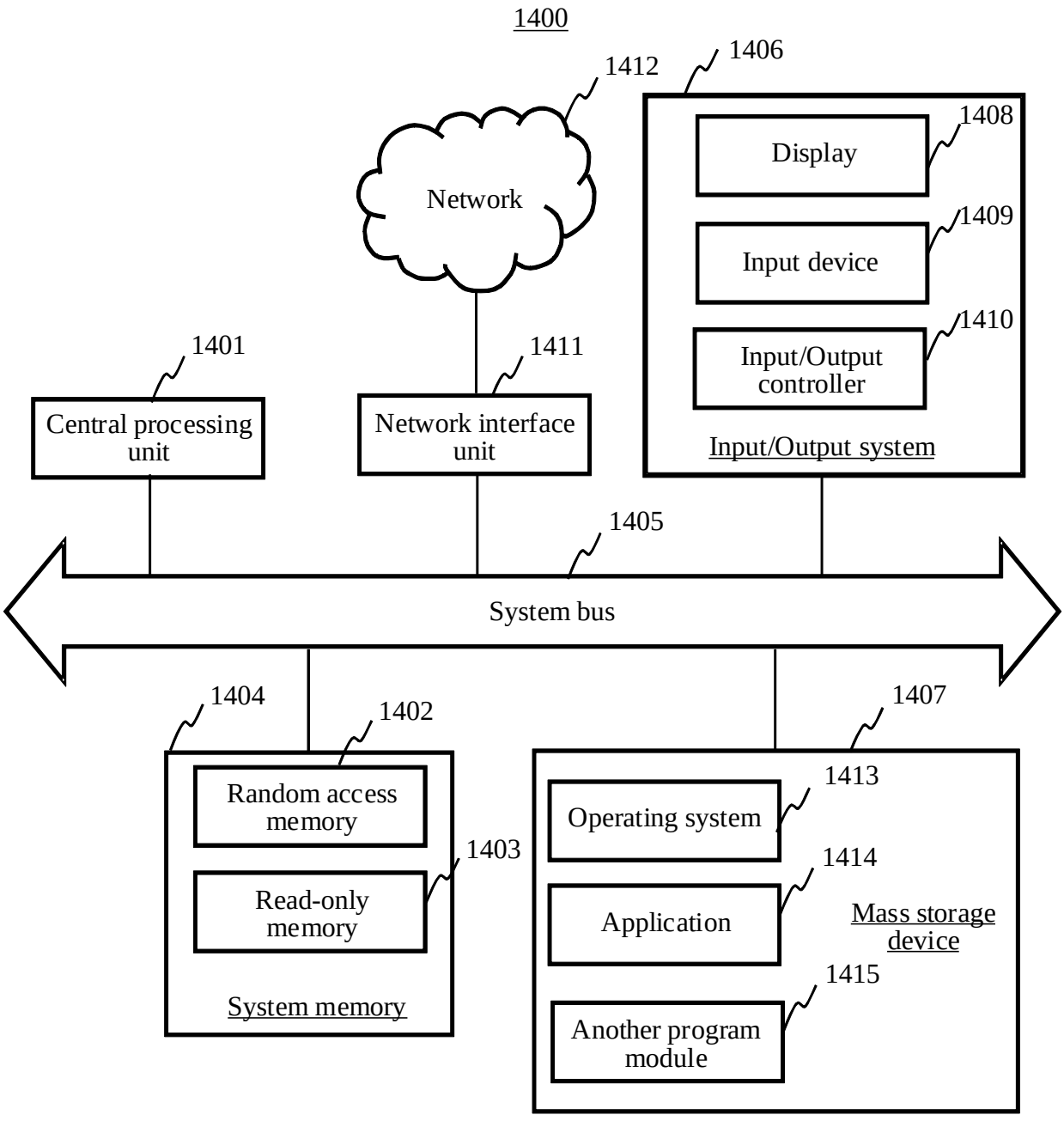

1400
1412
1406
Network
Display
1408
Input device
1409
Input/Output controller
1410
Input/Output system
1401
Central processing unit
1411
Network interface unit
1405
System bus
1404
1402
Random access memory
Read-only memory
1403
System memory
1407
1413
Operating system
1414
Application
Mass storage device
1415
Another program module

FIG. 14