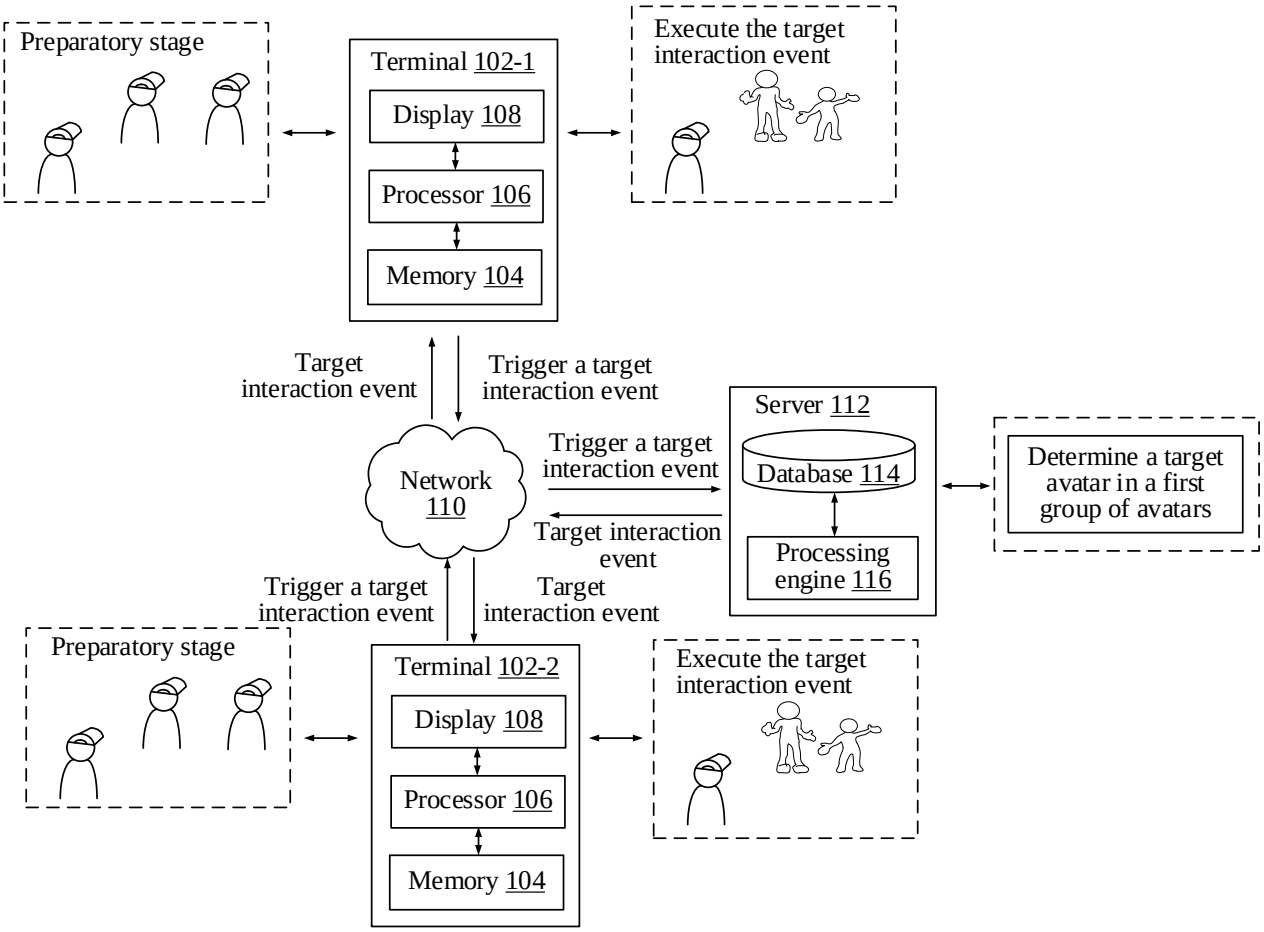

Preparatory stage
Terminal 102-1
Display 108
Processor 106
Memory 104
Execute the target interaction event
Target interaction event
Trigger a target interaction event
Server 112
Database 114
Processing engine 116
Network 110
Trigger a target interaction event
Target interaction event
Determine a target avatar in a first group of avatars
Trigger a target interaction event
Target interaction event
Preparatory stage
Terminal 102-2
Display 108
Processor 106
Memory 104
Execute the target interaction event

FIG. 1

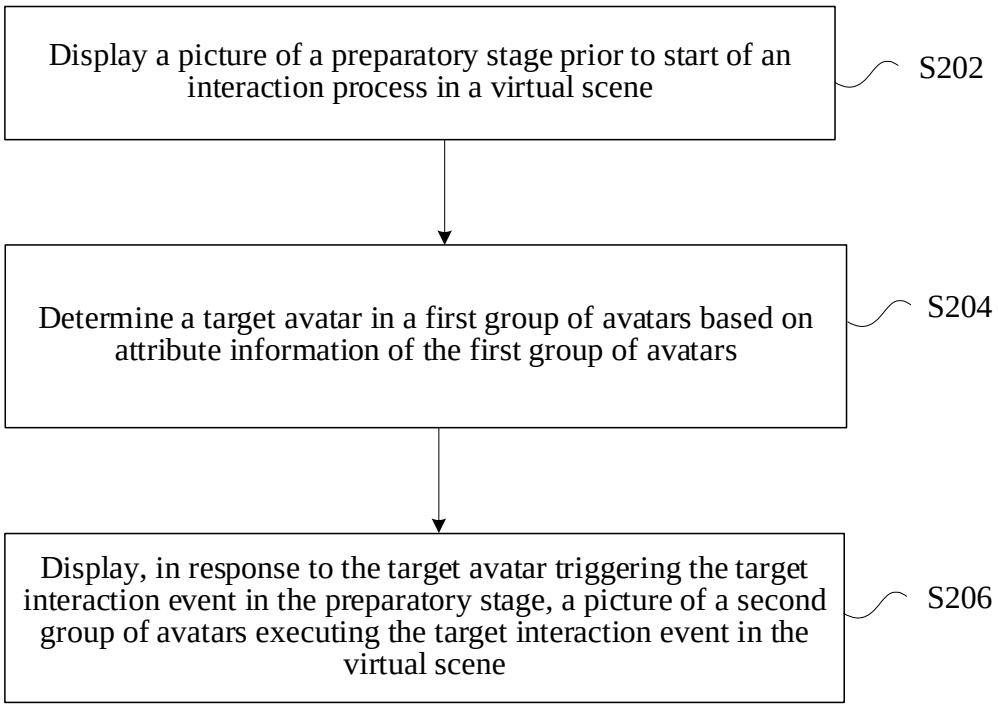

Display a picture of a preparatory stage prior to start of an interaction process in a virtual scene
S202
Determine a target avatar in a first group of avatars based on attribute information of the first group of avatars
S204
Display, in response to the target avatar triggering the target interaction event in the preparatory stage, a picture of a second group of avatars executing the target interaction event in the virtual scene
S206

FIG. 2

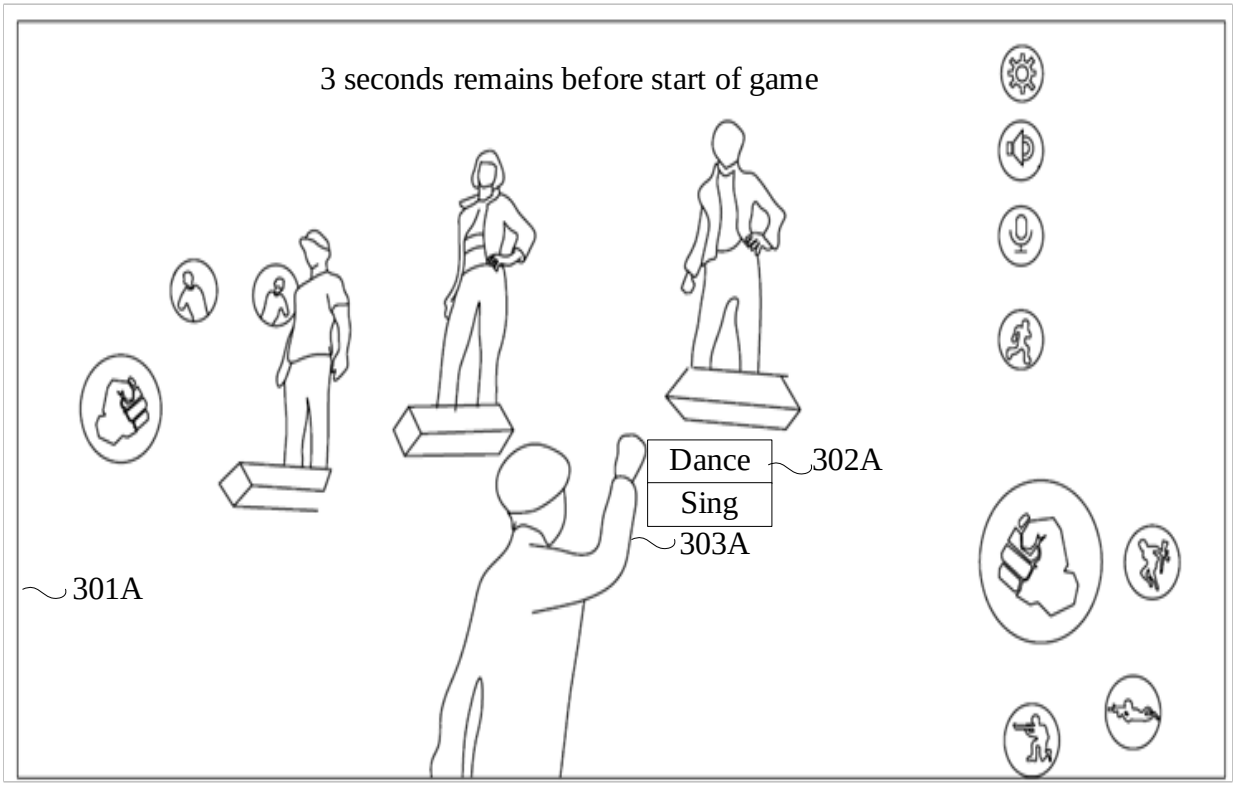

3 seconds remains before start of game
Dance
Sing
302A
303A
301A

FIG. 3

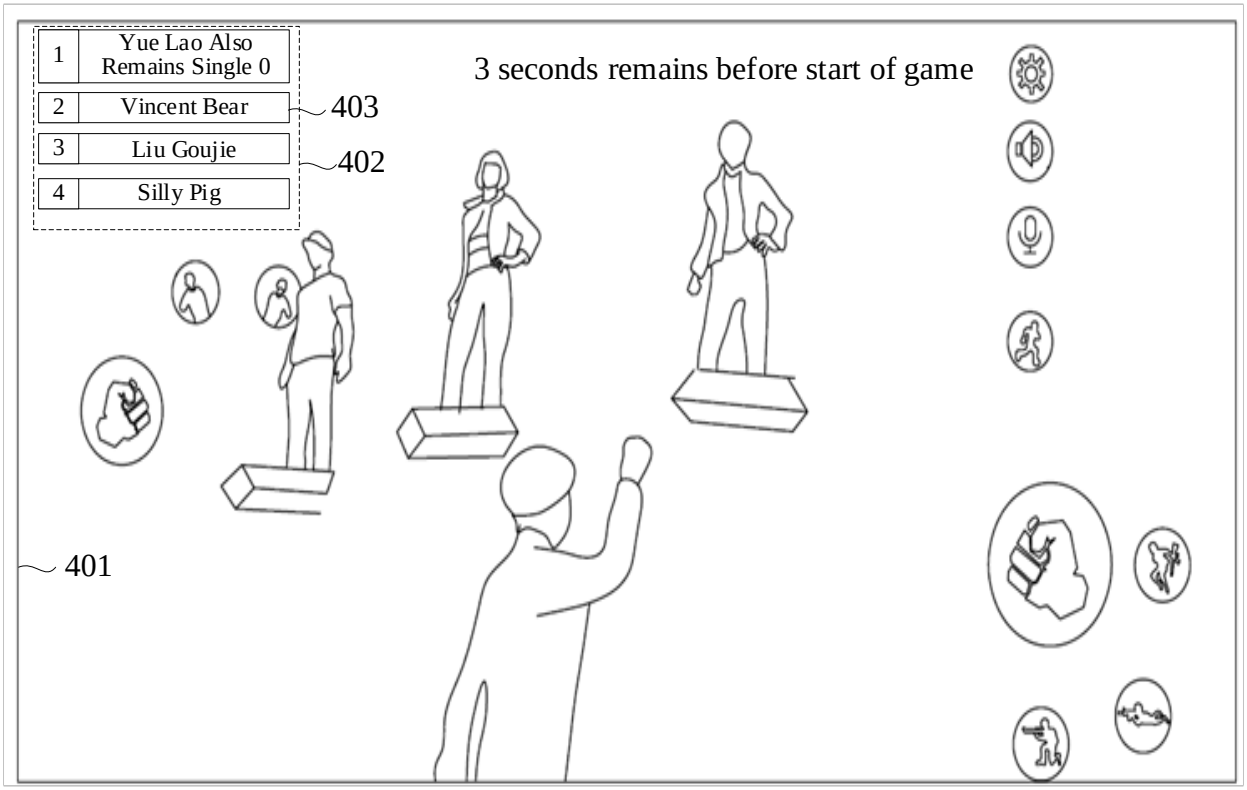

1
Yue Lao Also Remains Single 0
2
Vincent Bear
3
Liu Goujie
4
Silly Pig
403
402
3 seconds remains before start of game
401

FIG. 4

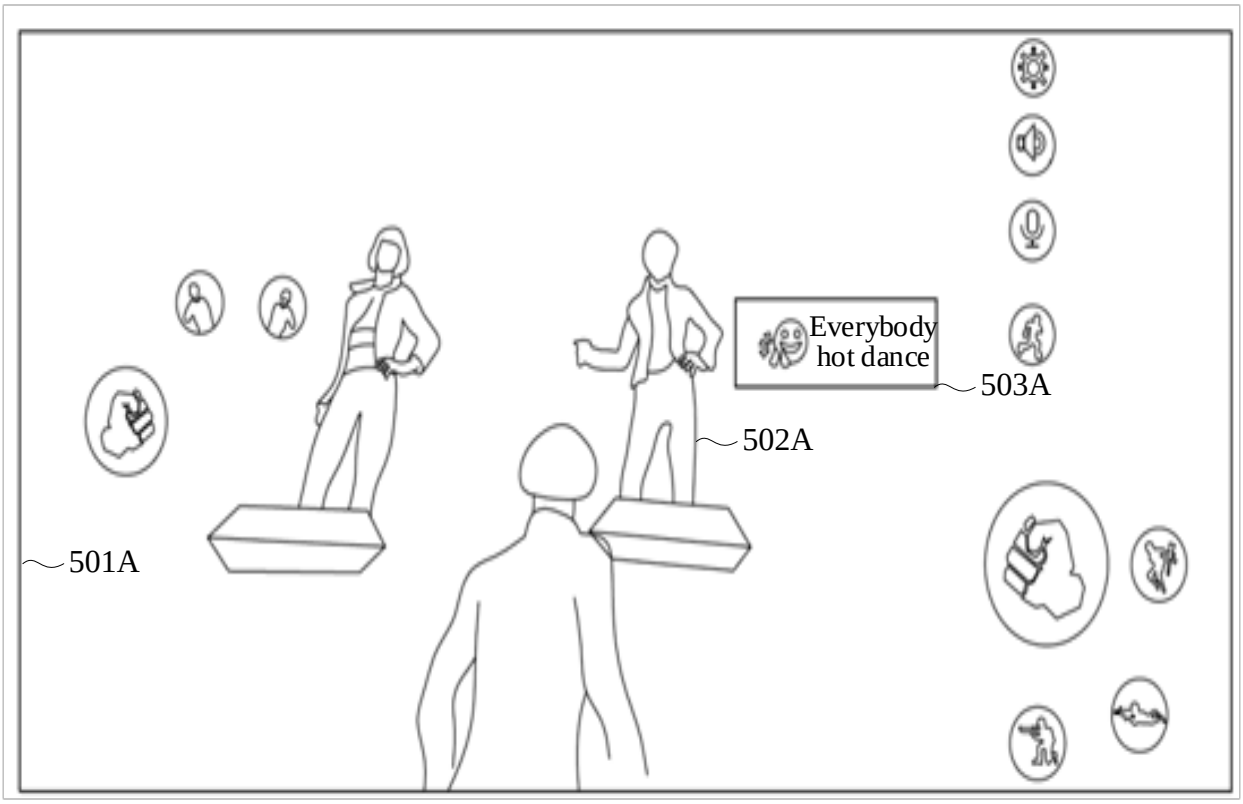



FIG. 5A

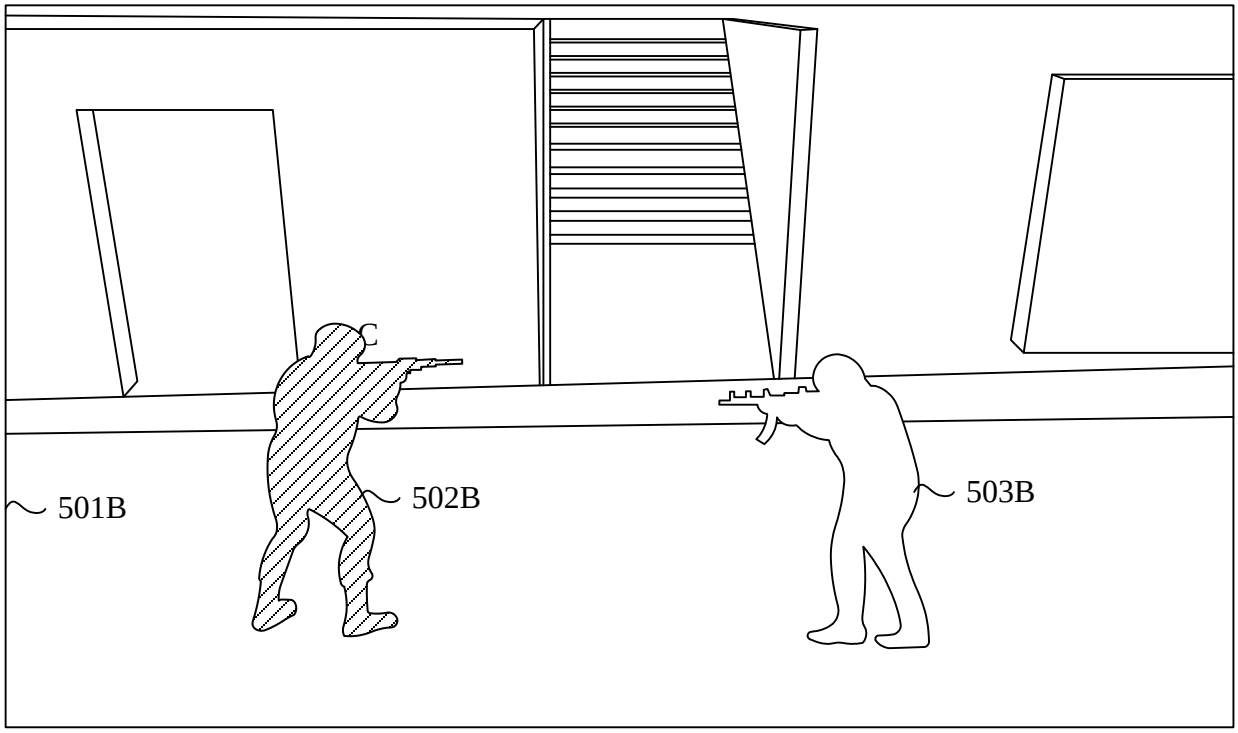



FIG. 5B

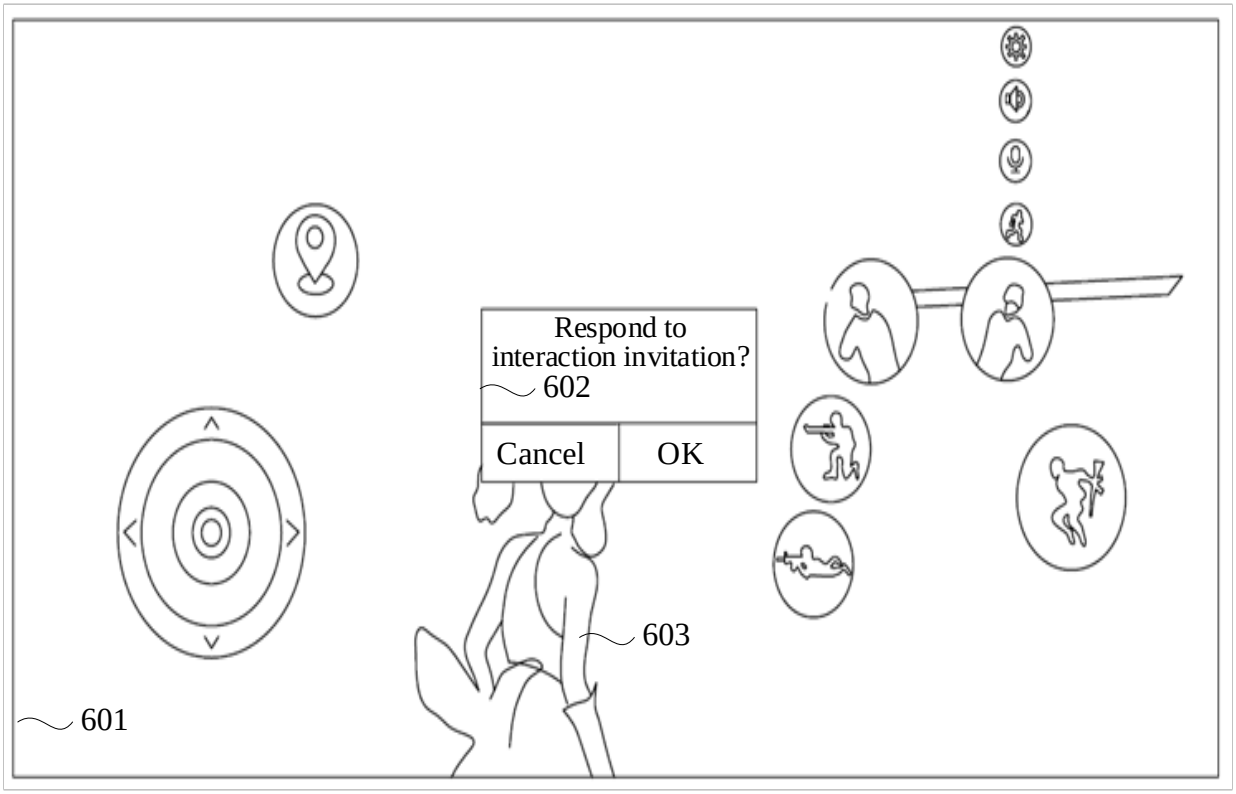

Respond to interaction invitation?
602
Cancel
OK
603
601

FIG. 6

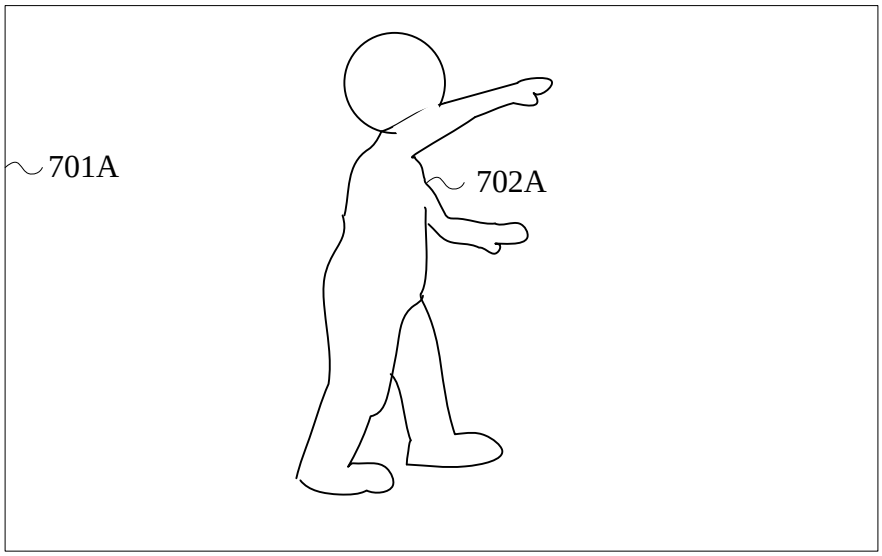

701A
702A

FIG. 7A

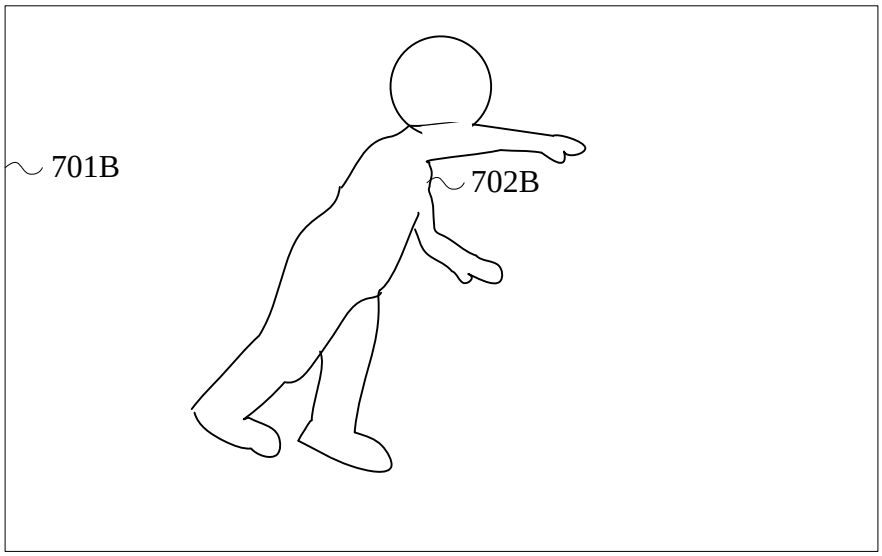



FIG. 7B

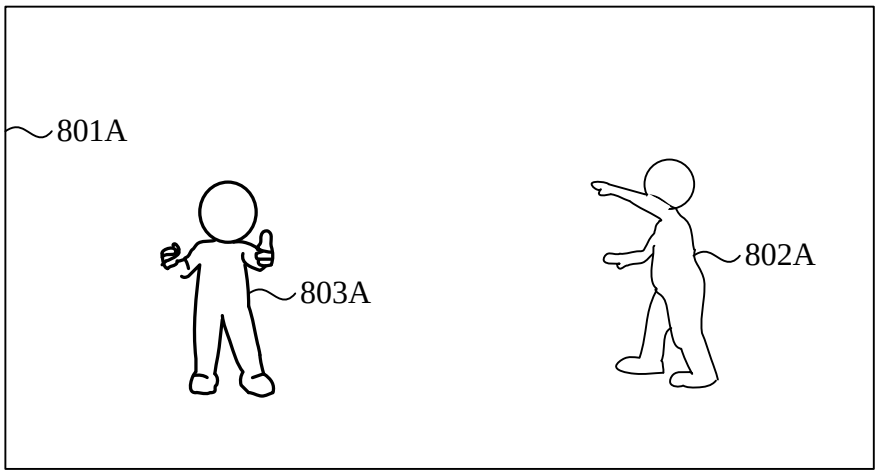



FIG. 8A

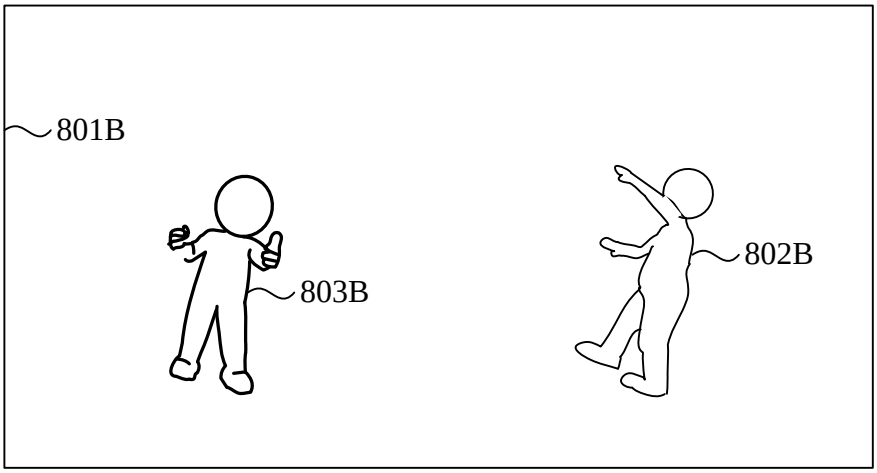



FIG. 8B

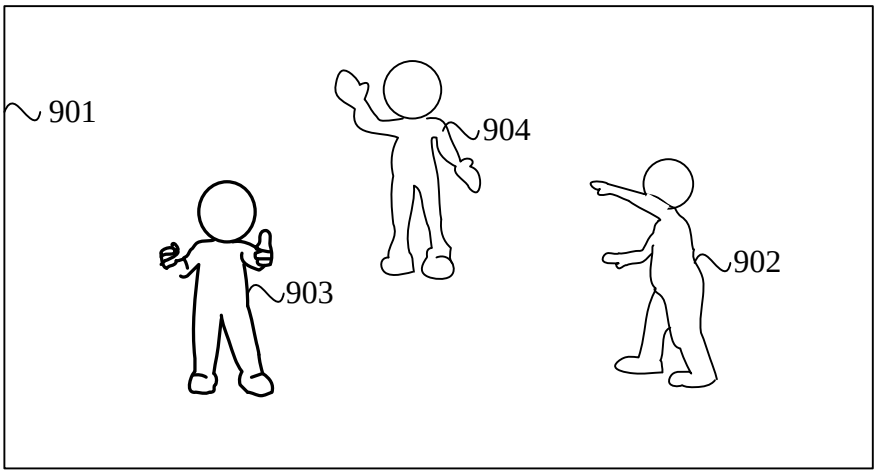



FIG. 9

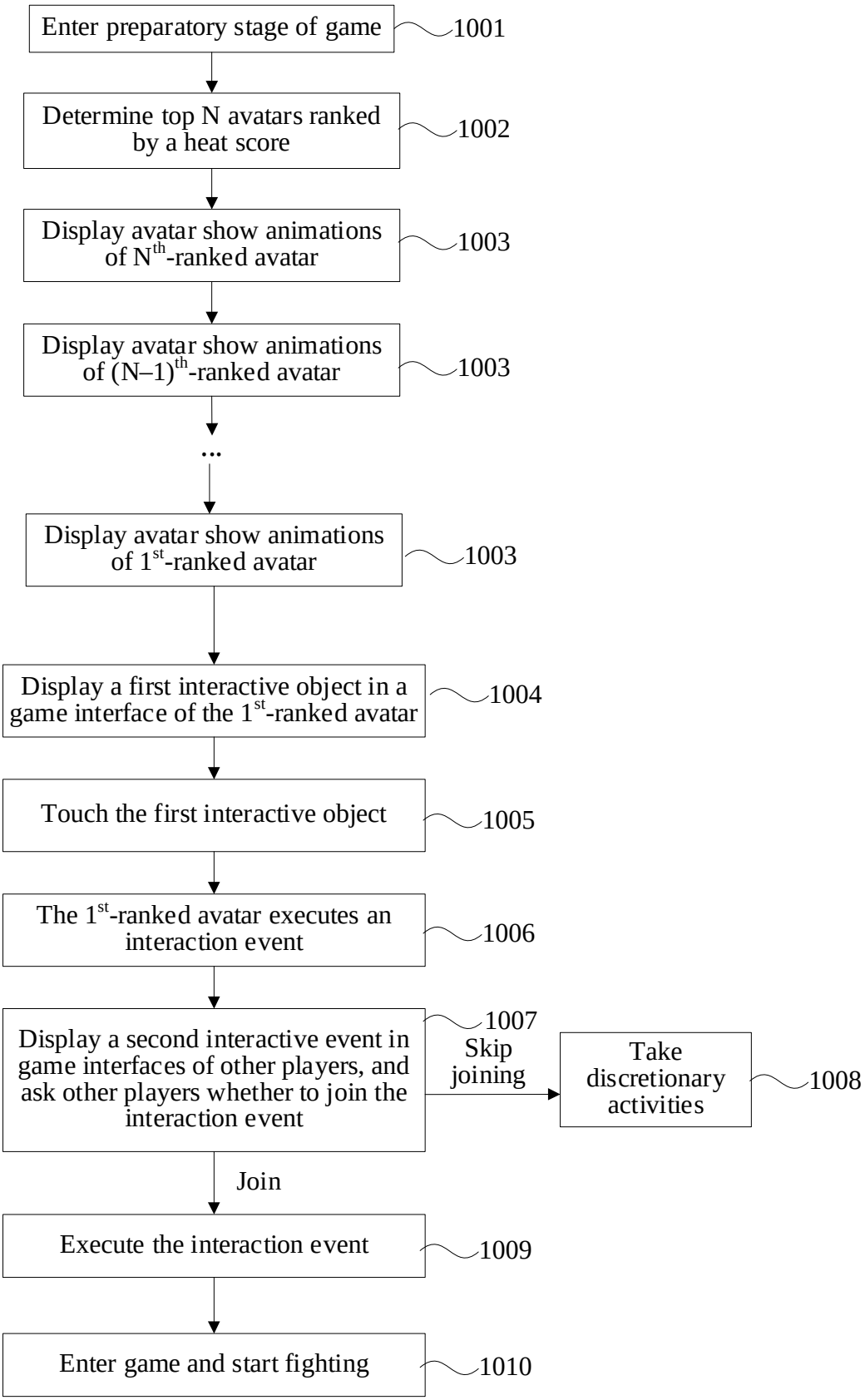

Enter preparatory stage of game
1001
Determine top N avatars ranked by a heat score
1002
Display avatar show animations of N^th-ranked avatar
1003
Display avatar show animations of (N–1)^th-ranked avatar
1003
...
Display avatar show animations of 1^st-ranked avatar
1003
Display a first interactive object in a game interface of the 1^st-ranked avatar
1004
Touch the first interactive object
1005
The 1^st-ranked avatar executes an interaction event
1006
Display a second interactive event in game interfaces of other players, and ask other players whether to join the interaction event
1007
Skip joining
Take discretionary activities
1008
Join
Execute the interaction event
1009
Enter game and start fighting
1010

FIG. 10

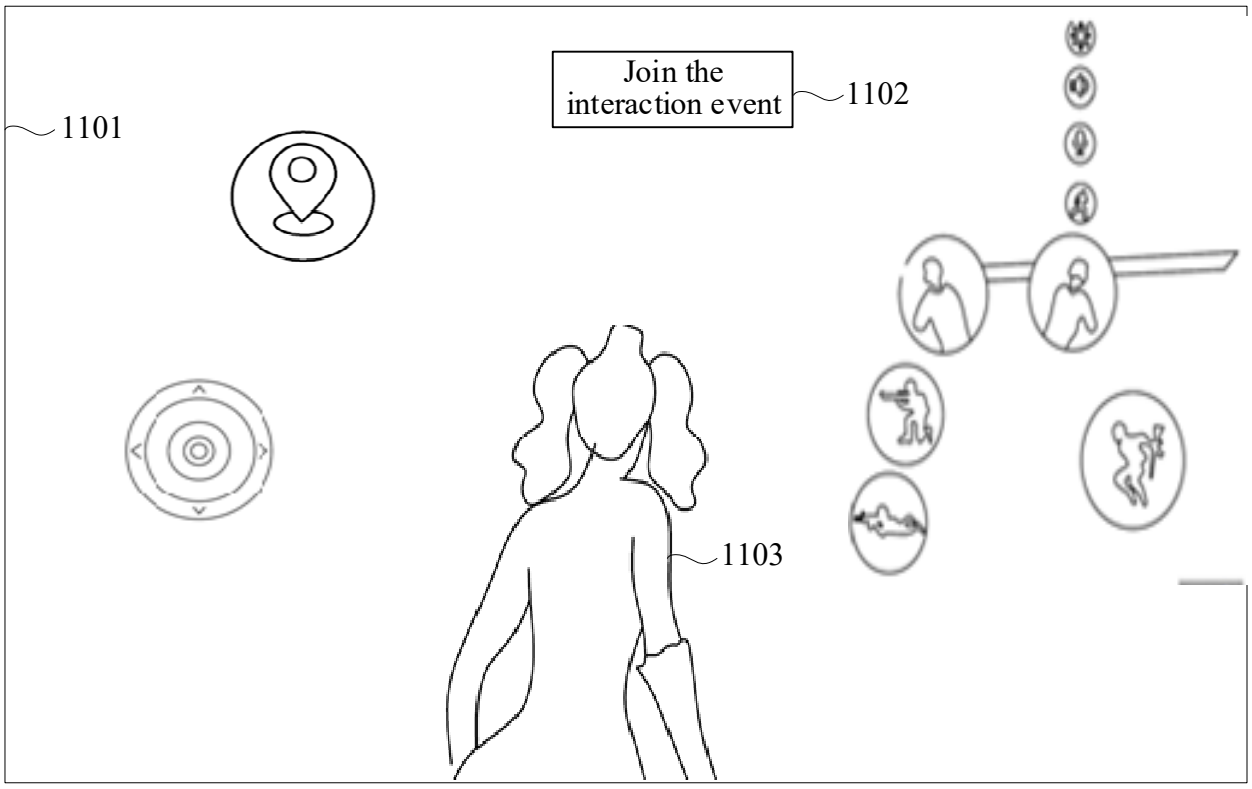

Join the interaction event
1102
1101
1103

FIG. 11

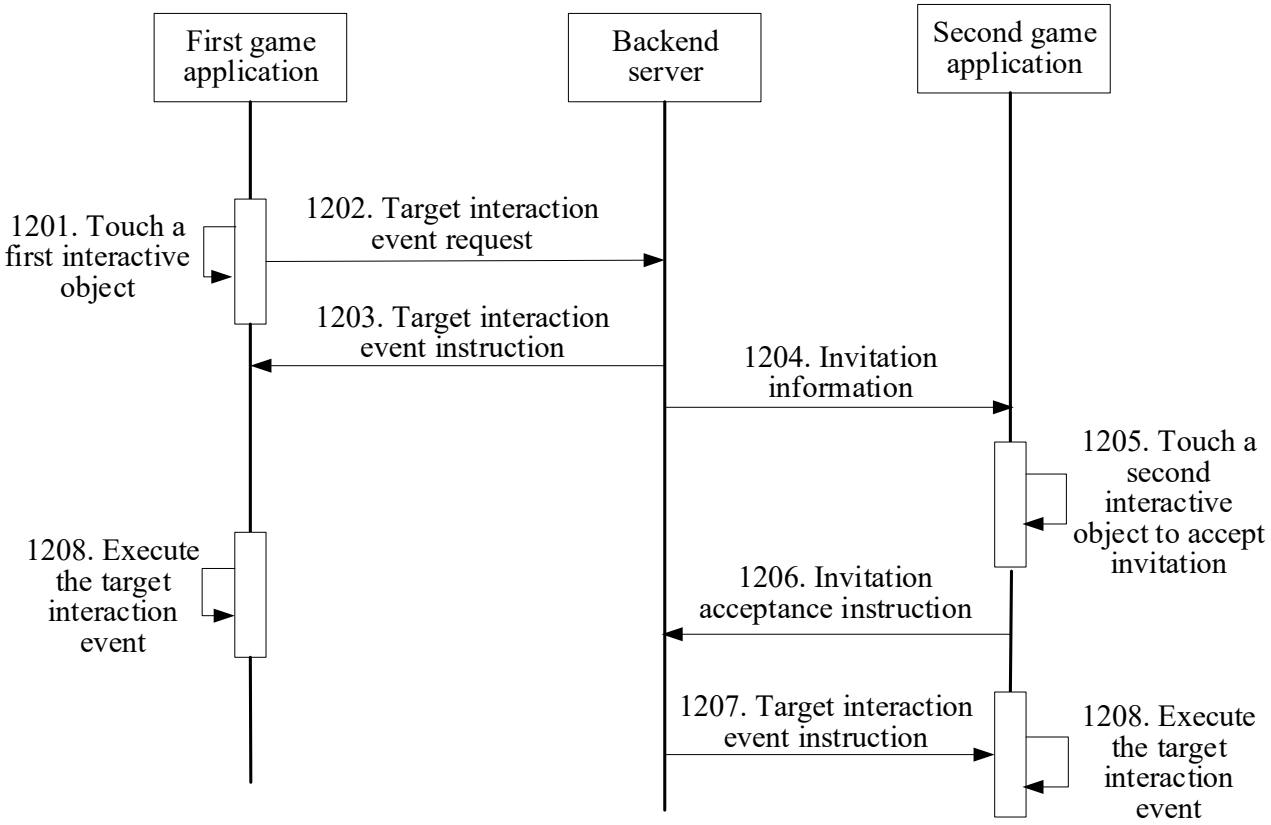

First game application
Backend server
Second game application
1201. Touch a first interactive object
1202. Target interaction event request
1203. Target interaction event instruction
1204. Invitation information
1205. Touch a second interactive object to accept invitation
1206. Invitation acceptance instruction
1207. Target interaction event instruction
1208. Execute the target interaction event
1208. Execute the target interaction event

FIG. 12

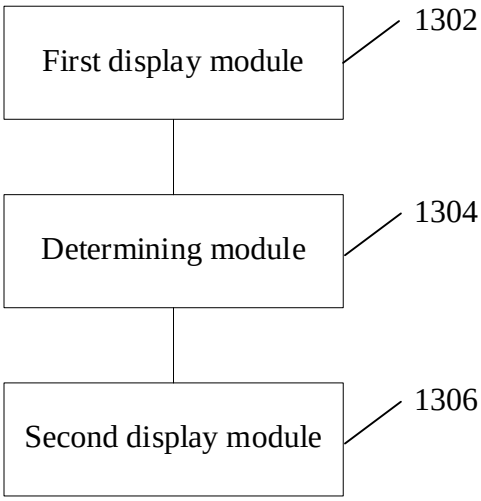

First display module
1302
Determining module
1304
Second display module
1306

FIG. 13

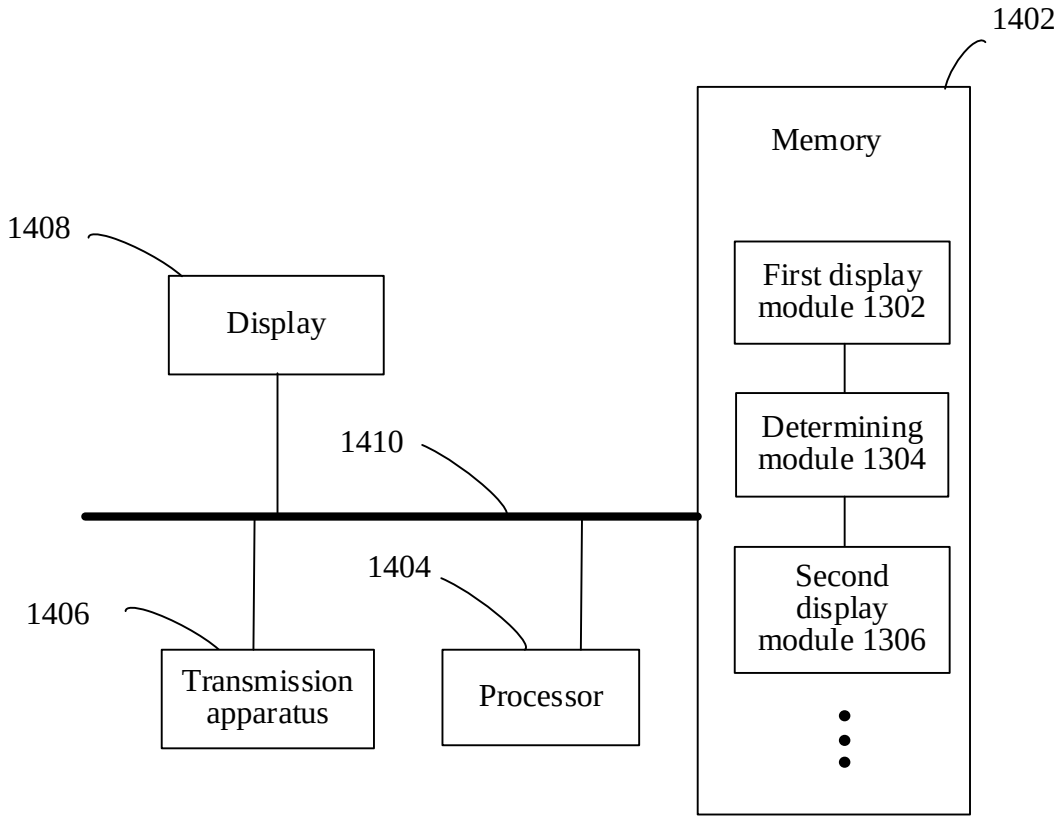

1402
Memory
1408
Display
First display module 1302
1410
Determining module 1304
1404
Second display module 1306
1406
Transmission apparatus
Processor

FIG. 14