

ITEM SYNTHESIS METHOD AND APPARATUS, STORAGE MEDIUM AND ELECTRONIC DEVICE

RELATED APPLICATION

[0001] This application claims priority to Chinese Patent Application No. 202210112121.X, entitled "PROP SYNTHESIS METHOD, PROP SYNTHESIS APPARATUS, STORAGE MEDIUM, AND ELECTRONIC DEVICE" filed with the Chinese Patent Office on January 29, 2022, which is incorporated by reference in its entirety.

FIELD OF THE TECHNOLOGY

[0002] This application relates to the field of computers, in particular to a prop synthesis method, a prop synthesis apparatus, a storage medium, and an electronic device.

BACKGROUND OF THE DISCLOSURE

[0003] In many tactical and strategic game applications, a player usually deploys virtual characters for forming a certain adversarial lineup in a virtual scene in advance, and then, during a battle, the virtual characters in our lineup will battle with virtual characters in an enemy lineup to complete a game task, where different virtual characters may be configured with different equipment or props.

[0004] In order to upgrade the low-level props of the player to obtain high-level props, at present, a commonly used prop synthesis method in related technologies is: a target prop in a prop backpack of the player is tapped and triggered to pop up a detail pop-up window of the target prop, and the detail pop-up window displays at least one synthetic trajectory corresponding to the target prop. When a target synthetic trajectory selected by the player is determined, the foregoing target prop is upgraded and synthesized according to the target synthetic trajectory to obtain a new higher-level prop.

[0005] In other words, in the prop synthesis method provided in related technologies, the player needs to perform multiple tap operations on an adversarial interface of a game to complete a prop synthetic process, so that the synthesis operation is relatively cumbersome. More importantly, the cumbersome prop synthesis operation is irreversible, and once the player makes a mistake, the operation cannot be restored, resulting in a lower fault tolerance rate in prop synthesis.

[0006] For the foregoing problems, no effective solution has been provided at present.

SUMMARY

[0007] Provided is a prop synthesis method, including: displaying a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account; displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state; determining a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and displaying synthesis progress information for synthesizing the target synthetic prop; and canceling the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

[0008] Provided is a prop synthesis apparatus, including: a first display unit, configured to display a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account; a second display unit, configured to display a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state; a third display unit, configured to determine a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and display synthesis progress information for synthesizing the target synthetic prop; and a synthetic unit, configured to cancel the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

[0009] Provided is a computer-readable storage medium, and the computer-readable storage medium stores a computer-readable instruction, where the computer-readable instruction is configured to perform the foregoing prop synthesis method when running.

[0010] Provided is a computer program product or a computer program, where the computer program product or the computer program includes a computer-readable instruction, the computer-readable instruction is stored in a computer-readable storage medium, and a processor reads and executes the computer-readable instruction from the computer-readable storage medium to perform the foregoing prop synthesis method.

[0011] Provided is an electronic device, including a memory and a processor, where the

memory stores a computer-readable instruction, and the processor is configured to perform the foregoing prop synthesis method through the foregoing computer-readable instruction.

BRIEF DESCRIPTION OF THE DRAWINGS

[0012] To describe the technical solutions in the embodiments of this application more clearly, the following briefly introduces the accompanying drawings required for describing the embodiments. Apparently, the accompanying drawings in the following description show only some embodiments of this application, and a person of ordinary skill in the art may still derive other accompanying drawings from these accompanying drawings without creative efforts.

[0013] FIG. 1 is a schematic diagram of an application environment of an optional prop synthesis method according to an embodiment of this application.

[0014] FIG. 2 is a schematic flowchart of an optional prop synthesis method according to an embodiment of this application.

[0015] FIG. 3 is a schematic diagram of an optional prop synthesis method according to an embodiment of this application.

[0016] FIG. 4 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0017] FIG. 5 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0018] FIG. 6 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0019] FIG. 7 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0020] FIG. 8 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0021] FIG. 9 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0022] FIG. 10 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0023] FIG. 11 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0024] FIG. 12 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0025] FIG. 13 is a schematic diagram of another optional prop synthesis method according to an embodiment of this application.

[0026] FIG. 14 is a flowchart of another optional prop synthesis method according to an embodiment of this application.

[0027] FIG. 15 is a sequence diagram of an optional prop synthesis method according to an embodiment of this application.

[0028] FIG. 16 is a flowchart of another optional prop synthesis method according to an embodiment of this application.

[0029] FIG. 17 is a sequence diagram of another optional prop synthesis method according to an embodiment of this application.

[0030] FIG. 18 is a schematic structural diagram of an optional prop synthesis apparatus according to an embodiment of this application.

[0031] FIG. 19 is a schematic structural diagram of an optional electronic device according to an embodiment of this application.

DESCRIPTION OF EMBODIMENTS

[0032] In order to make a person of ordinary skill in the art better understand the solutions of this application, the following clearly and completely describes the technical solutions in the embodiments of this application with reference to the accompanying drawings in the embodiments of this application. Apparently, the described embodiments are only some of the embodiments of this application rather than all of the embodiments. All other embodiments obtained by a person of ordinary skill in the art based on the embodiments of this application without creative efforts fall within the protection scope of this application.

[0033] It is to be understood that in the specification, claims, and the foregoing accompanying drawings of this application, the terms "first", "second", and the like are used for distinguishing similar objects rather than describing a specific order or a precedence order. It is to be understood that such used data is interchangeable in appropriate circumstances so that the embodiments of this application described here may be implemented in an order other than those illustrated or described here. Moreover, the terms "include", "contain" and any other variants thereof are intended to cover the non-exclusive inclusion, for example, a process, method, system,

product, or device that includes a list of steps or units is not necessarily limited to those expressly listed steps or units, but may include other steps or units not expressly listed or inherent to such a process, method, product, or device.

[0034] It is to be understood that the embodiments of this application involve the following technical term:

[0035] Auto chess: it is a new type of multiplayer battle strategy game. Players may match and cultivate their own chess lineup to battle with their opponent lineup, hit points (HPs) of losers are deducted, and the ranking may be determined according to the elimination order.

[0036] According to one aspect of an embodiment of this application, a prop synthesis method is provided. As an optional implementation, the foregoing prop synthesis method may be applied to, but is not limited to, a prop synthesis system in a hardware environment shown in FIG. 1. The prop synthesis system may include, but is not limited to, a terminal device 102, a network 104, a server 106, a database 108, and a terminal device 110. Clients for battle game applications run in both the terminal device 102 and the terminal device 110. The foregoing terminal device 102 includes a human-computer interaction screen, a processor, and a memory. A virtual scene provided by a battle game task is displayed in the human-computer interaction screen. The virtual scene includes a first virtual image and a second virtual image participating in the battle game task and belonging to different camps. The first virtual image and the second virtual image here may directly battle in the virtual scene, and may also control own virtual characters to battle. The human-computer interaction screen is further configured to provide a human-computer interaction interface to receive a human-computer interaction operation for controlling the controlled virtual image in the virtual scene, and the virtual image will complete the battle game task set in the virtual scene. The processor is configured to generate an interactive instruction in response to the foregoing human-computer interaction operation, and send the interactive instruction to the server. The memory is configured to store relevant attribute data, such as picture data of a scene picture, attribute information of a virtual image controlled by a client (such as the level information of the virtual image, the HP of the virtual image, and the number or type of virtual characters owned by the virtual image), and virtual social resources held by the virtual image controlled by the client.

[0037] In addition, the server 106 includes a processing engine, and the processing engine is configured to perform a storage or read operation on the database 108. Specifically, the processing engine determines a finally synthesized prop object according to a synthesis operation instruction fed back by the terminal device 110. The processing engine then determines whether to cancel the current synthesis operation according to a subsequent control instruction, reads prop icons

corresponding to different props from the database 108 in a case that the synthesis is determined, and displays corresponding prop icon objects in a game interface.

[0038] The specific process includes the following steps: Step S102: Display a prop list of a target account in a display interface displaying a virtual game scene in the terminal device 102. Step S104: Display a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list. Step S106: Determine a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and display synthesis progress information for synthesizing the target synthetic prop. Step S108: Send, by the terminal device 102, a synthetic request to the server 106 through the network 104.

[0039] Step S110: Determine, by the server 106, a synthetic result according to a prop synthetic request and synthesis progress conditions. Step S112: Return the synthetic result to the terminal device 102 through the network 104.

[0040] Step S114: Finally, cancel, by the terminal device 102, the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

[0041] As another optional implementation, when the terminal device 102 has a relatively strong computing ability, step S110 may also be completed by the terminal device 102. This is an example, and there are no limitations in this embodiment.

[0042] In this embodiment of this application, by the method including the steps of displaying a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account; displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state; determining a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and displaying synthesis progress information for synthesizing the target synthetic prop; and canceling the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed, a synthetic prop may be displayed in a preview mode, and a control method for canceling synthesis is provided to avoid the situation that a user cannot cancel the synthesis due to incorrect operations resulting in incorrect synthesis, thereby solving the technical problem of low fault tolerance rate in existing prop synthesis methods.

[0043] Optionally, as an optional implementation, as shown in FIG. 2, the foregoing prop synthesis method includes:

[0044] S202: Display a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account.

[0045] S204: Display a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state.

[0046] S206: Determine a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and display synthesis progress information for synthesizing the target synthetic prop.

[0047] S208: Cancel the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

[0048] It is to be understood that the foregoing virtual game may be a chess game, a shooting game, or any type of game including equipment props. When a player starts a game and enters a game interface, identifiers of the obtained virtual props may be displayed in a prop list in the game interface. An identifier of a virtual prop in this embodiment may be an icon of the virtual prop, a name of the virtual prop, or the like.

[0049] The game interface shown in FIG. 3 is a schematic diagram of an optional battle game interface. As shown in the figure, one party controls virtual characters "little monster 1", "little monster 2", "little monster 3" and "little monster 4" to battle with virtual characters "little monster 5" and "little monster 6" controlled by an enemy. It can be understood that in this embodiment, one party may obtain virtual resources through battles to exchange virtual props and assemble the virtual props on different virtual characters to enhance the battle capability of the virtual characters. As shown in FIG. 3, in a case that a touch operation performed on a "My Equipment" control displayed at the upper left corner of the interface is detected, all virtual props owned by one party may be displayed.

[0050] In a case that the touch operation on the "My Equipment" control shown in FIG. 3 is detected, a "My Equipment" interface shown in FIG. 4 is displayed, a prop list of a target account is displayed in the interface, and the list includes prop icons obtained by the target account. FIG. 4 shows the "prop 1", "prop 2", "prop 3", "prop 4", "prop 5", "prop 6", "prop 7" and "prop 8" obtained

by the target account. It is to be understood that the identifiers shown in the figure are only used for indicating that the equipment displayed in the figure is different, an equipment bar may specifically display the icon or name of the virtual equipment, and the specifically displayed content may be determined according to actual situations and is not limited here.

[0051] It can be understood that in a case that a trigger operation performed on the "My Equipment" control in FIG. 3 is detected, the foregoing "My Equipment" interface, that is, the interface shown in FIG. 4, may be displayed in a half-screen suspending mode in the game interface shown in FIG. 3, or displayed in a full-screen mode in a new interface. The display mode of the foregoing "My Equipment" interface is not limited here.

[0052] As shown in FIG. 5, as a specific implementation, it is assumed that a first virtual prop is the prop 8, and all other props (props 1 to 7) in a prop bar, except for the prop 8, may be synthesized with the prop 8. As shown in FIG. 5, a player may drag the prop 8 to implement a first touch operation, and preview prop icons that may be synthesized by the prop 8 and other props are displayed in the game interface. The identifier "synthesis 1" displayed in the target game interface shown in FIG. 5 indicates that the prop 8 and the prop 1 may be synthesized into a virtual synthetic prop "synthesis 1". In this embodiment, the identifiers of virtual synthetic props that may be synthesized in the game interface are displayed to play a prompt role to prompt the player to select the synthetic prop to be synthesized from multiple target virtual props that may be synthesized.

[0053] As an optional implementation, assuming that the player selects the "prop 8" and the "prop 7" for synthesizing in the game interface shown in FIG. 5, the player may drag the "prop 8" to the position of the "prop 7"; in a case that the "prop 8" overlaps with the "prop 7", the "prop 8" is synthesized with the "prop 7" to obtain a first synthetic prop "synthesis 7"; and the "synthesis 7" may be displayed as a new virtual prop obtained by the player in the prop bar. In this embodiment, the target virtual character is a game object controlled by the player in a game. The player may control the target virtual character by touching operation keys in a target game. For example, the player may control the target virtual character to use the newly synthesized first synthetic prop "synthesis 7" to perform attack operations on enemies. In this embodiment, the player may implement the synthesis of a prop by performing a drag operation, so that the operation is simple and efficient, and the game operation experience of the player may be enhanced.

[0054] Further, as shown in FIG. 8, the target synthetic prop "synthesis 7" matched with the operation trajectory endpoint of the drag operation is displayed, and at the same time, synthesis progress information for synthesizing the prop is displayed. In FIG. 8, the synthesis progress information is displayed through a highlighted part of an outer border of the icon of the "synthesis

7". The display mode of the outer border of the "synthesis 7" in FIG. 8 indicates that the synthesis progress of the "synthesis 7" has passed 3/8. Moreover, an "×" button is displayed on the outer border of the icon of the "synthesis 7" to indicate that the player may cancel the synthesis operation by touching this button. Assuming that the player performs a touch operation on the "×" button on the outer border of the "synthesis 7" in FIG. 8, the synthesis operation of the "synthesis 7" is canceled, and the prop list is restored to the display interface shown in FIG. 4.

[0055] In this embodiment of this application, by the method including the steps of displaying a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account; displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state; determining a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and displaying synthesis progress information for synthesizing the target synthetic prop; and canceling the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed, a synthetic prop may be displayed in a preview mode, and a control method for canceling synthesis is provided to avoid the situation that a user cannot cancel the synthesis due to incorrect operations resulting in incorrect synthesis, thereby solving the technical problem of low fault tolerance rate in existing prop synthesis methods.

[0056] As an optional implementation, the operation of determining a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and displaying synthesis progress information for synthesizing the target synthetic prop includes:

[0057] S1: Determine that the focus position of the touch focus is located on an operation trajectory of the drag operation in a case that a touch focus of the drag operation is detected.

[0058] S2: Determine that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation in a case that it is detected that the touch focus on the operation trajectory disappears, and determine a synthetic prop corresponding to the second prop that overlaps with the operation trajectory endpoint as the target synthetic prop.

[0059] S3: Display a prop icon of the target synthetic prop, and display the synthesis progress information on the prop icon of the target synthetic prop.

[0060] It can be understood that in this embodiment, the endpoint of the drag operation is

determined by detecting the touch focus to determine a prop object participating in prop synthesis. Further, in a case that the operation trajectory endpoint of the drag operation is determined and the synthetic prop corresponding to the second prop that overlaps with the operation trajectory endpoint is determined as the target synthetic prop, the prop icon of the target synthetic prop is highlighted. Optional display modes are as follows: the whole of the prop icon of the target synthetic prop is displayed in a highlighted mode; the border of the prop icon of the target synthetic prop is displayed in a highlighted mode; the prop icon of the target synthetic prop is displayed in a bold mode; and the prop icon of the target synthetic prop is displayed in a grayscale mode. The foregoing display modes are only illustrative, and actual display modes are not limited.

[0061] Further, the prop icon of the target synthetic prop is highlighted, and at the same time, the synthesis progress information is displayed on the prop icon of the target synthetic prop. Optional modes are as follows: the synthesis progress information is displayed by a circular progress bar on the border of the prop icon of the target synthetic prop; the synthesis progress information is displayed by a linear progress bar below the prop icon of the target synthetic prop; the synthesis progress information is displayed by a sector-shaped progress bar on the left/right side of the prop icon of the target synthetic prop; and the synthesis progress information is displayed by a percentage number on the left/right side of the border of the prop icon of the target synthetic prop. The foregoing synthesis progress display modes are only illustrative, and actual display modes are not limited.

[0062] Specifically, as shown in FIG. 8, the target synthetic prop "synthesis 7" matched with the operation trajectory endpoint of the drag operation is displayed, and at the same time, synthesis progress information for synthesizing the prop is displayed. In FIG. 8, the synthesis progress information is displayed through a highlighted part of an outer border of the icon of the "synthesis 7". The display mode of the outer border of the "synthesis 7" in FIG. 8 indicates that the synthesis progress of the "synthesis 7" has passed 3/8. Moreover, an "×" button is displayed on the outer border of the icon of the "synthesis 7" to indicate that the player may cancel the synthesis operation by touching this button. Assuming that the player performs a touch operation on the "×" button on the outer border of the "synthesis 7" in FIG. 8, the synthesis operation of the "synthesis 7" is canceled, and the prop list is restored to the display interface shown in FIG. 4.

[0063] In the foregoing embodiment of this application, by the display mode including the steps of determining that the focus position of the touch focus is located on an operation trajectory of the drag operation in a case that a touch focus of the drag operation is detected; determining that the disappearance position of the touch focus is the operation trajectory endpoint of the drag

operation in a case that it is detected that the touch focus on the operation trajectory disappears, and determining a synthetic prop corresponding to the second prop that overlaps with the operation trajectory endpoint as the target synthetic prop; and displaying a prop icon of the target synthetic prop, and displaying the synthesis progress information on the prop icon of the target synthetic prop, the icon of the synthetic prop is displayed, and at the same time, the synthesis progress of the synthetic prop is displayed in a dynamic display mode, so that the process of synthesizing a prop is more visualized. Moreover, a buffer time for prop synthesis is provided, so that the user may cancel the synthesis operation when the synthesis progress is not completed to solve the technical problem of low fault tolerance rate in existing prop synthesis operation methods.

[0064] As an optional implementation, the operation of canceling the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed includes:

[0065] S1: Determine to trigger the cancel operation in response to a tap operation performed on the prop icon of the target synthetic prop in a case that the synthesis progress information indicates that the synthesis is not completed.

[0066] S2: Cancel the synthetic processing of the target synthetic prop, and restore and store the first prop and the second prop for synthesizing the target synthetic prop to original positions.

[0067] It can be understood that in a case that the synthesis progress information indicates that the synthesis operation is not completed, after it is detected that the tap operation is performed on the prop icon of the synthetic prop, the synthesis operation may be canceled, thereby providing a control method for canceling the synthesis operation, and providing a control method for correcting incorrect operations in the case of incorrect synthesis caused by incorrect operations of the user.

[0068] Optionally, the foregoing tap operation on the synthetic prop may be a tap operation directly performed on the prop icon of the synthetic prop, or a tap operation performed on an operation control displayed on the synthetic prop. The specific operation mode of the cancel operation is not limited here.

[0069] As an optional display mode, the foregoing display mode of restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions may be a display mode relative to an inverse process of the synthetic display mode of the first prop and the second prop. For example, in the process of synthesizing the first prop and the second prop, the icons of the first prop and the second prop are controlled to be displayed in a fused mode, and the prop icon of the synthetic prop is gradually displayed. Compared with the synthetic display mode,

the display mode of restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions may be as follows: the prop icon of the synthetic prop is first displayed in a fade-out mode and then split into two icons, namely a first prop icon and a second prop icon, and then, the first prop icon and the second prop icon are restored to original positions in a sliding display mode.

[0070] As another optional display mode, in a case that it is determined to cancel the synthesis, the prop icon of the synthetic prop is first controlled to be displayed in a plurality of broken dots, and the plurality of dots are divided into two sets of dots to be respectively moved to the original positions of the first prop icon and the second prop icon to display aggregation of the dots, thereby restoring the display of the first prop icon and the second prop icon in the original positions.

[0071] The foregoing display mode is only illustrative, and the specific display restoring mode is not limited here.

[0072] In a specific implementation, as shown in FIG. 8 and FIG. 4, in a case that it is detected that a touch operation is performed on an "×" control at the upper right of the icon of the "synthesis 7" displayed in FIG. 8, it is determined to cancel the synthesis operation, and then, the first prop and the second prop for synthesizing the target synthetic prop are restored and stored to original positions, that is, a prop list interface shown in FIG. 4 is displayed.

[0073] In this embodiment, by the method including the steps of determining to trigger the cancel operation in response to a tap operation performed on the prop icon of the target synthetic prop in a case that the synthesis progress information indicates that the synthesis is not completed; and canceling the synthetic processing of the target synthetic prop, and restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions, an operation mode for canceling synthesis in the process of synthesizing a prop is provided, and then, a correction method for operations of incorrect synthesis is provided, thereby avoiding the incorrect synthesis caused by incorrect operations of the player, and solving the technical problem of low fault tolerance rate in existing synthesis operations.

[0074] As an optional implementation, the operation of restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions includes:

[0075] S1: Redisplay the prop icon of the second prop for synthesizing the target synthetic prop in the prop list in a case that the second prop for synthesizing the target synthetic prop is a prop in the prop list of the target account.

[0076] S2: Reequip the second prop for synthesizing the target synthetic prop on the target virtual character in a case that the second prop for synthesizing the target synthetic prop is a prop equipped by a target virtual character in the virtual game scene.

[0077] It can be understood that in this embodiment, a virtual prop may exert prop effects when equipped on a virtual character. Based on this, the synthesis of the virtual prop may be implemented in two modes. Corresponding to different synthesis methods, there are also multiple methods for restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions.

[0078] As an optional synthesis method, synthesis is directly performed in the prop list corresponding to the target account. In this synthesis method, the operation of restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions may be as follows: the prop icons of the first prop and the second prop for synthesizing are restored and displayed directly in the prop list.

[0079] As another synthesis method, when a virtual character for equipping virtual props is determined, in a case that the virtual character is equipped with a first virtual prop and a second virtual prop is dragged to be synthesized with the first virtual prop equipped by the virtual character, the synthesis operation may be canceled, the first virtual prop is reequipped on the virtual character, and the second virtual prop is restored and displayed in the prop list.

[0080] It can be understood that the foregoing mode of restoring the display at original positions is only illustrative, and the specific display restoring mode is not limited.

[0081] According to the foregoing embodiment of this application, by two different restoring and storing modes of redisplaying the prop icon of the second prop for synthesizing the target synthetic prop in the prop list in a case that the second prop for synthesizing the target synthetic prop is a prop in the prop list of the target account; and reequipping the second prop for synthesizing the target synthetic prop on the target virtual character in a case that the second prop for synthesizing the target synthetic prop is a prop equipped by a target virtual character in the virtual game scene, the restoring and storing display effects are enriched, and the technical problem of low fault tolerance rate in existing equipment synthesis methods is solved.

[0082] As an optional implementation, the foregoing method further includes:

[0083] S1: When it is determined that the focus position of the touch focus is located on the operation trajectory of the drag operation, in a case that the dwell duration of the touch focus at the focus position is greater than the target duration, display prop description information

corresponding to the target synthetic prop.

[0084] S2: When it is determined that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation, hide the prop description information corresponding to the displayed target synthetic prop.

[0085] It can be understood that in the process of the prop synthesis operation, in a case that the dwell duration of the touch focus at the focus position is greater than the target duration, the prop description information corresponding to the target synthetic prop is displayed, thereby displaying the description information of the synthetic prop in detail; and when it is determined that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation, the prop description information corresponding to the displayed target synthetic prop is hidden, so that in a case that the user cancels the dwell operation, the display of the detailed description information of the synthetic prop is canceled. As a result, in the process of prop synthesis, the detailed description information of a pre-synthesized prop is provided, and in a case that the touch focus of the user is dwelled on the prop, the detailed description information is displayed, so that the user may further determine whether the pre-synthesized prop is a desired synthetic prop object.

[0086] The foregoing method is described with reference to FIG. 7. As shown in FIG. 7, in a case that the icon of the "prop 8" is dragged on the icon of the "prop 7" for a dwell operation (that is, a long press state is kept after the drag operation), the icon of the synthetic prop "synthesis 7" is displayed in a sliding mode on the right side of the icon of the "prop 7", and the prop description information of the "synthesis 7" is displayed as follows:

[0087] "Synthesis 7

[0088] passive effect: increase attack force by 50 points

[0089] active effect: stun for 2s

[0090] formula: equipment 7+equipment 8".

[0091] According to the foregoing embodiment of this application, by the operation method including the steps: when it is determined that the focus position of the touch focus is located on the operation trajectory of the drag operation, in a case that the dwell duration of the touch focus at the focus position is greater than the target duration, displaying prop description information corresponding to the target synthetic prop; and when it is determined that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation, hiding the prop description information corresponding to the displayed target synthetic prop, in the process of

performing the drag operation by the user, a pre-synthesized prop may be quickly previewed, and the description information of the pre-synthesized prop may be displayed through the dwell operation, thereby avoiding the user from performing incorrect synthesis operations, and solving the technical problem of low fault tolerance rate in existing prop synthesis operations.

[0092] As an optional implementation, after the foregoing operation of displaying the synthesis progress information for synthesizing the target synthetic prop, in a case that the synthesis progress information indicates that the synthesis is completed, the animation prompt information of the target synthetic prop obtained by synthesizing is displayed.

[0093] In the interface shown in FIG. 8, assuming that the border progress bar information of the "synthesis 7" indicates that the synthesis is completed, the animation prompt information of the target synthetic prop obtained by synthesizing is displayed. Optionally, the foregoing animation prompt information may be displayed in the following display modes: the icon of the synthetic prop is displayed in a jump mode; the icon of the synthetic prop is transitorily displayed in a highlighted mode; the icon of the synthetic prop is transitorily displayed in a grayscale mode; and the synthesis prompt information "successful synthesis!" is displayed. The foregoing display modes of the animation prompt information are only illustrative, and the specific prompt mode is not limited.

[0094] According to the foregoing embodiment of this application, in a case that the synthesis progress information indicates that the synthesis is completed, the animation prompt information of the target synthetic prop obtained by synthesizing is displayed, so that in a case that the synthesis is completed, the synthetic result is prompted in an animation mode to improve the prompt effect of the synthetic result.

[0095] As an optional implementation, the foregoing operation of displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list includes:

[0096] S1: Display the preview prop icon of the synthetic prop matched with the second prop in the prop list in response to the drag operation performed on the prop icon of the first prop, where the prop allowed to be synthesized with the first prop in the prop list is determined as the second prop in the candidate synthesis state, the prop icon of the first prop and the prop icon of the second prop have a same display style, and the preview prop icon of the synthetic prop and the prop icon of the first prop have different display styles.

[0097] S2: Determine the synthetic prop matched with the first target prop as the target synthetic prop in a case that the operation trajectory endpoint of the drag operation overlaps with a

first target prop in the second props in the candidate synthesis state.

[0098] The foregoing implementation is described below with reference to FIG. 5 and FIG. 6. As shown in FIG. 5, assuming that the "prop 8" is the first prop, corresponding to the drag operation on the first prop, corresponding synthetic props "synthesis 1", "synthesis 2", "synthesis 3", "synthesis 4", "synthesis 5", "synthesis 6" and "synthesis 7" are displayed on the right sides of the icons of the "prop 1", the "prop 2", the "prop 3", the "prop 4", the "prop 5", the "prop 6" and the "prop 7" in a sliding mode. As shown in FIG. 5, the icons of the "synthesis 1", the "synthesis 2", the "synthesis 3", the "synthesis 4", the "synthesis 5", the "synthesis 6" and the "synthesis 7" are all displayed as rectangular icons, and the icons of the "prop 1", the "prop 2", the "prop 3", the "prop 4", the "prop 5", the "prop 6", the "prop 7" and the "prop 8" are all displayed as square icons. It can be understood that the "synthesis 1", the "synthesis 2", the "synthesis 3", the "synthesis 4", the "synthesis 5", the "synthesis 6" and the "synthesis 7" are second props in the candidate synthesis state.

[0099] As shown in FIG. 6, in a case that the icon of the "prop 8" is dragged and overlaps with the icon of the "prop 7", it is determined that the "synthesis 7" is the target synthetic prop, and then, the subsequent synthesis operation is performed.

[00100] According to the foregoing implementation, by the method including the steps of displaying the preview prop icon of the synthetic prop matched with the second prop in the prop list in response to the drag operation performed on the prop icon of the first prop, where the prop allowed to be synthesized with the first prop in the prop list is determined as the second prop in the candidate synthesis state, the prop icon of the first prop and the prop icon of the second prop have a same display style, and the preview prop icon of the synthetic prop and the prop icon of the first prop have different display styles; and determining the synthetic prop matched with the first target prop as the target synthetic prop in a case that the operation trajectory endpoint of the drag operation overlaps with a first target prop in the second props in the candidate synthesis state, the target synthetic prop may be determined in a plurality of candidate synthetic props through the drag operation, thereby improving the operation efficiency of the synthetic prop.

[00101] As an optional implementation, the foregoing operation of displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list includes:

[00102] S1: Display the preview prop icon of the synthetic prop matched with the second prop equipped by the virtual character in a prompt region corresponding to each virtual character in the virtual game scene in response to the drag operation performed on the prop icon of the first prop,

where the prop equipped by the virtual character, allowed to be synthesized with the first prop, is determined as the second prop in the candidate synthesis state.

[00103] S2: Determine the second prop equipped by the reference virtual character as a second target prop in a case that the operation trajectory endpoint of the drag operation overlaps with a reference virtual character, and determine the synthetic prop matched with the second target prop as the target synthetic prop.

[00104] The foregoing implementation method is described below with reference to FIG. 9. FIG. 9 shows a method of determining virtual characters for prop synthesis and then performing prop synthesis. As shown in FIG. 9(a), a virtual character "little monster 1" for prop synthesis is determined. As shown in FIG. 9(b), in a case that the "prop 8" is selected as the first prop, the equipped virtual prop "prop 7" is displayed at the top of the head of the virtual character "little monster 1". Then, as shown in FIG. 9(c), in a case that the "prop 8" is dragged onto the icon of the "little monster 1" and overlaps with the icon of the "little monster 1", synthesis preview prompt information "prop 7→synthesis 7" is displayed at the top of the head of the "little monster 1" to indicate that the "prop 8" may be synthesized with the "prop 7", and "synthesis 7" may be obtained. Moreover, the icon of the selected "little monster 1" is displayed in a shadow mode to indicate that the foregoing virtual prop "synthesis 7" will be equipped on the "little monster 1". Further, as shown in FIG. 9(d), in a case that the "prop 8" is dragged and dwelled on the icon of the "little monster 1", the synthesis detailed information of the "synthesis 7" is displayed. As shown in FIG. 9(e), in a case that the synthesis is determined, the synthesis progress of the "synthesis 7" is displayed at the top of the head of the "little monster 1". It can be understood that in a case that a touch operation on "×" at the upper right corner of the icon of the "synthesis 7" is detected, this synthesis operation is canceled; and in a case that the cancel operation is not detected, as shown in FIG. 9(f), it shows that the virtual character "little monster 1" is equipped with the "synthesis 7".

[00105] According to the foregoing embodiment of this application, by the method including the steps of displaying the preview prop icon of the synthetic prop matched with the second prop equipped by the virtual character in a prompt region corresponding to each virtual character in the virtual game scene in response to the drag operation performed on the prop icon of the first prop, where the prop equipped by the virtual character, allowed to be synthesized with the first prop, is determined as the second prop in the candidate synthesis state; and determining the second prop equipped by the reference virtual character as a second target prop in a case that the operation trajectory endpoint of the drag operation overlaps with a reference virtual character, and determining the synthetic prop matched with the second target prop as the target synthetic prop, a

method for prop synthesis and synthesis cancellation of virtual characters is provided, so that in a case that a user performs prop synthesis operations for specific virtual characters, the synthesis progress may be accurately controlled to avoid the occurrence of incorrect synthesis operations, so as to solve the technical problem of low fault tolerance rate in existing synthesis methods.

[00106] As an optional implementation, the foregoing operation of displaying the synthesis progress information on the prop icon of the target synthetic prop includes one of the following:

[00107] a circular progress bar matched with the synthesis progress information is displayed on the prop icon of the target synthetic prop; and the specific display mode may be shown in FIG. 10.

[00108] A sector-shaped highlighted region matched with the synthesis progress information is displayed on the prop icon of the target synthetic prop; and the specific display mode may be shown in FIG. 11.

[00109] A synthesis progress percentage matched with the synthesis progress information is displayed on the prop icon of the target synthetic prop; and the specific display mode may be shown in FIG. 12.

[00110] A countdown of the completion of synthesis of the target synthetic prop, matched with the synthesis progress information, is displayed on the prop icon of the target synthetic prop; and the specific display mode may be shown in FIG. 13.

[00111] It can be understood that the foregoing four modes of displaying the synthesis progress information are only illustrative, and the specific display mode is not limited.

[00112] Through the foregoing implementations of this application, the display process of the synthesis progress information is more visualized, and the efficiency of prop synthesis display is improved.

[00113] A specific embodiment of this application is described below with reference to FIG. 14 and FIG. 15.

[00114] As shown in FIG. 14, steps in the figure are explained as follows:

[00115] S1: Tap, by a player, an equipment icon UI to open an equipment backpack, drag a spare part A, and expand an equipment backpack field to display equipment icons that may be synthesized.

[00116] S2: Drag, by the player, the spare part A onto another spare part B, and highlight a synthetic equipment icon of A+B.

[00117] S3: Judge whether the player does not raise the fingers for $\geq 1s$ on the spare part B, where if "not" (that is, the player raises the fingers within 1s), it indicates that the player raises the fingers within 1s, directly perform S4; and if "yes" (that is, the player does not raise the fingers for $\geq 1s$), perform steps S3-1 to S3-3, expand the detail prompt information of a synthetic object, at the same time, continuously detect whether the player raises the fingers, keep the interface unchanged before the player raises the fingers, instantly hide the detail prompt information of the synthetic object after the player raises the fingers, and perform S4.

[00118] S4: Start synthesis, display the synthetic equipment icon of A+B at the original position where the player raises the fingers, and display a synthesis progress bar on the icon.

[00119] S5: Judge, by a system, whether the progress bar is completed, where if "yes", determine that the synthesis is successful, and play the corresponding animation effect; and if "not", perform the next judgment.

[00120] S6: Judge, by the system, whether the player taps the synthetic equipment icon, where if "yes", cancel the synthesis, and return the spare parts A and B to the backpack again; and if "not", return to the previous judgment.

[00121] Corresponding to the foregoing method process, a backend interaction method is shown in FIG. 15:

[00122] S1: Open, by a player, an equipment backpack, and drag a spare part A; transmit, by a game client presentation layer (hereinafter referred to as the "presentation layer"), real-time operation signals of the fingers of the player to a game client logic layer (hereinafter referred to as the "logic layer"); and obtain, by the logic layer, data files related to equipment, and control the presentation layer to expand an equipment backpack field to display all equipment icons that may be synthesized.

[00123] S2: Drag, by the player, the spare part A onto another spare part B; transmit, by the presentation layer, the real-time operation signals of the fingers of the player to the logic layer; and set, by the logic layer, a synthetic object of A+B as a selected state, and control the presentation layer to highlight a synthetic equipment icon of A+B.

[00124] S3: Raise the fingers of the player at any time according to own wishes; transmit, by the presentation layer, the real-time operation signals of the fingers of the player to the logic layer, and judge, by the logic layer, whether the player does not raise the fingers for $\geq 1s$ on the spare part B; if "yes", set the state of the player as "viewing", control the presentation layer to expand the synthesis to open the equipment backpack, drag the detail prompt information of the spare part A,

and hide the detail prompt information until the player raises the fingers; and if "not", start the equipment synthesis directly, control the presentation layer to display a state icon of a synthetic object in the process of synthesis, and display a progress bar.

[00125] S4: Decide, by the player, whether to cancel the synthesis according to own wishes, and if the player wants to cancel the synthesis, tap the synthesis icon again; transmit, by the presentation layer, the real-time operation signals of the fingers of the player to the logic layer, and judge, by the logic layer, whether the progress bar is completed, where if "yes", determine that the synthesis is successful and the cancellation is invalid; and if "not", keep the state in synthesis, cancel the synthesis until the player cancels the synthesis and taps the synthesis icon again, and return the spare parts A and B to the backpack.

[00126] Another specific embodiment of this application is described below with reference to FIG. 16 and FIG. 17.

[00127] As shown in FIG. 16, S1: during a game battle, display chess pieces Q1, Q2, Q3, and the like of our party in a scene, where the Q1 and the Q2 are respectively equipped with spare parts M and N, and the Q3 and other chess pieces are not equipped with any spare parts; and drag, by a player, a spare part V in an equipment backpack, display a synthetic object of V+M at the top of the head of the chess piece Q1, display a synthetic object of V+N at the top of the head of the chess piece Q2, and enable the chess piece Q3 and the like to not display synthetic objects.

[00128] S2: Drag, by the player, the spare part V onto the chess piece Q1 according to own ideas, and shade the outline of the Q1 model for operation confirmation.

[00129] S3: Judge, by a system, whether the player does not raise the fingers for ≥ 1 s on the chess piece Q1, where if "not", it indicates that the player raises the fingers within 1s, directly perform S4; and if "yes", perform steps S3-1 to S3-3, that is, expand the detail Tips of a synthetic object, at the same time, continuously detect whether the player raises the fingers, keep the interface unchanged before the player raises the fingers, instantly hide the detail prompt information of the synthetic object after the player raises the fingers, and perform S4.

[00130] S4: Start synthesis, display the synthetic equipment icon of V+M at the original position where the player raises the fingers, and display a synthesis progress bar on the icon.

[00131] S5: Judge, by the system, whether the progress bar is completed, where if "yes", determine that the synthesis is successful, and play the corresponding animation effect; and if "not", perform the next judgment.

[00132] S6: Judge, by the system, whether the player taps the synthesis icon, where if "yes",

cancel the synthesis, return the spare part V to the backpack again, and keep the spare part M still equipped on the chess piece Q1; and if "not", return to the previous judgment.

[00133] Correspondingly, as shown in FIG. 17, the specific recognition and detection processes for each round (synthesis on chess pieces) are as follows:

[00134] S1: During a game battle, control, by a presentation layer, a scene to display chess pieces Q1, Q2, Q3, and the like of our party, where the Q1 and the Q2 are respectively equipped with spare parts M and N, and the Q3 and other chess pieces are not equipped with any spare parts.

[00135] S2: Open, by a player, an equipment backpack, drag a spare part V, and transmit, by the presentation layer, real-time operation signals of the fingers of the player to a logic layer; and obtain, by the logic layer, data such as equipment and real-time battle progress, and control the presentation layer to display a synthetic object of V+M at the top of the head of the chess piece Q1 and display a synthetic object of V+N at the top of the head of the chess piece Q2, where since other chess pieces are not equipped with spare parts, synthesis may not be performed, and synthetic objects are not displayed.

[00136] S3: Drag, by the player, the spare part V onto the chess piece Q1 according to own ideas; transmit, by the presentation layer, the real-time operation signals of the fingers of the player to the logic layer; and mark, by the logic layer, the chess piece Q1 as a "selected" state, and control the presentation layer to shade the outline of the Q1 model for operation confirmation.

[00137] S4: Raise the fingers of the player at any time according to own wishes, and transmit, by the presentation layer, the real-time operation signals of the fingers of the player to the logic layer; judge, by the logic layer, whether the player does not raise the fingers for ≥ 1 s on the chess piece Q1, where if "not", it indicates that the player raises the fingers within 1s, directly perform S5; and if "yes", expand the detail prompt information of a synthetic object, at the same time, continuously detect whether the player raises the fingers, keep the interface unchanged before the player raises the fingers, instantly hide the detail prompt information after the player raises the fingers, and perform S5.

[00138] S5: Start synthesis, display the equipment icon of V+M in synthesis at the original position where the player raises the fingers, and display a progress bar on the icon.

[00139] S6: Decide, by the player, whether to cancel the synthesis according to own wishes, and if the player wants to cancel the synthesis, tap the synthesis icon again; transmit, by the presentation layer, the real-time operation signals of the fingers of the player to the logic layer, and judge, by the logic layer, whether the progress bar is completed, where if "yes", determine that the

synthesis is successful and the cancellation is invalid, and play the corresponding animation effect; and if "not", keep the state in synthesis, tap the synthesis icon again until the player wants to cancel the synthesis to cancel the synthesis, return the spare part V to the backpack again, and keep the spare part M still equipped on the chess piece Q1.

[00140] In this embodiment of this application, by the method including the steps of displaying a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account; displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state; determining a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and displaying synthesis progress information for synthesizing the target synthetic prop; and canceling the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed, a synthetic prop may be displayed in a preview mode, and a control method for canceling synthesis is provided to avoid the situation that a user cannot cancel the synthesis due to incorrect operations resulting in incorrect synthesis, thereby solving the technical problem of low fault tolerance rate in existing prop synthesis methods.

[00141] It is to be understood that to simplify the description, the foregoing method embodiments are described as a series of action combination. But a person of ordinary skill in the art needs to know that this application is not limited to any described sequence of the action, as some steps can adopt other sequences or can be executed simultaneously according to this application. Secondly, a person of ordinary skill in the art also needs to know that all embodiments described in the specification are preferred embodiments, and the related actions and modules are not necessarily mandatory to this application.

[00142] According to another aspect of an embodiment of this application, a prop synthesis apparatus for implementing the foregoing prop synthesis method is further provided. As shown in FIG. 18, the apparatus includes:

[00143] a first display unit 1802, configured to display a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account;

[00144] a second display unit 1804, configured to display a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a

prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state;

[00145] a third display unit 1806, configured to determine a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and display synthesis progress information for synthesizing the target synthetic prop; and

[00146] a synthetic unit 1808, configured to cancel the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

[00147] In an embodiment, the third display unit 1806 is further configured to determine that the focus position of the touch focus is located on an operation trajectory of the drag operation in a case that a touch focus of the drag operation is detected; determine that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation in a case that it is detected that the touch focus on the operation trajectory disappears, and determine a synthetic prop corresponding to the second prop that overlaps with the operation trajectory endpoint as the target synthetic prop; and display a prop icon of the target synthetic prop, and display the synthesis progress information on the prop icon of the target synthetic prop.

[00148] In an embodiment, the apparatus further includes: a synthesis canceling unit, configured to determine to trigger the cancel operation in response to a tap operation performed on the prop icon of the target synthetic prop in a case that the synthesis progress information indicates that the synthesis is not completed; and cancel the synthetic processing of the target synthetic prop, and restore and store the first prop and the second prop for synthesizing the target synthetic prop to original positions.

[00149] In an embodiment, the synthesis canceling unit is further configured to redisplay the prop icon of the second prop for synthesizing the target synthetic prop in the prop list in a case that the second prop for synthesizing the target synthetic prop is a prop in the prop list of the target account; and reequip the second prop for synthesizing the target synthetic prop on the target virtual character in a case that the second prop for synthesizing the target synthetic prop is a prop equipped by a target virtual character in the virtual game scene.

[00150] In an embodiment, the third display unit 1806 is further configured to display prop description information corresponding to the target synthetic prop in a case that it is determined that the focus position of the touch focus is located on the operation trajectory of the drag operation and the dwell duration of the touch focus at the focus position is greater than the target duration; and

hide the prop description information corresponding to the displayed target synthetic prop in a case that it is determined that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation.

[00151] In an embodiment, the third display unit 1806 is further configured to display animation prompt information of the synthesized target synthetic prop in a case that the synthesis progress information indicates that the synthesis is completed.

[00152] In an embodiment, the second display unit 1804 is further configured to display the preview prop icon of the synthetic prop matched with the second prop in the prop list in response to the drag operation performed on the prop icon of the first prop, where the prop allowed to be synthesized with the first prop in the prop list is determined as the second prop in the candidate synthesis state, the prop icon of the first prop and the prop icon of the second prop have a same display style, and the preview prop icon of the synthetic prop and the prop icon of the first prop have different display styles; and determine the synthetic prop matched with the first target prop as the target synthetic prop in a case that the operation trajectory endpoint of the drag operation overlaps with a first target prop in the second props in the candidate synthesis state.

[00153] In an embodiment, the second display unit 1804 is further configured to display the preview prop icon of the synthetic prop matched with the second prop equipped by the virtual character in a prompt region corresponding to each virtual character in the virtual game scene in response to the drag operation performed on the prop icon of the first prop, where the prop equipped by the virtual character, allowed to be synthesized with the first prop, is determined as the second prop in the candidate synthesis state; and determine the second prop equipped by the reference virtual character as a second target prop in a case that the operation trajectory endpoint of the drag operation overlaps with a reference virtual character, and determine the synthetic prop matched with the second target prop as the target synthetic prop.

[00154] In an embodiment, the third display unit 1806 is further configured to display the synthesis progress information on the prop icon of the target synthetic prop in one of the following modes: displaying a circular progress bar matched with the synthesis progress information on the prop icon of the target synthetic prop; displaying a sector-shaped highlighted region matched with the synthesis progress information on the prop icon of the target synthetic prop; displaying a synthesis progress percentage matched with the synthesis progress information on the prop icon of the target synthetic prop; and displaying a countdown of the completion of synthesis of the target synthetic prop, matched with the synthesis progress information, on the prop icon of the target synthetic prop.

[00155] According to another aspect of an embodiment of this application, an electronic device for implementing the foregoing prop synthesis method is further provided. The electronic device may be a terminal device or a server shown in FIG. 19. This embodiment takes the electronic device which is the terminal device as an example for illustration. As shown in FIG. 19, the electronic device includes a memory 1902 and a processor 1904, where the memory 1902 stores a computer-readable instruction, and the processor 1904 is configured to perform the steps in any one of the foregoing method embodiments through the computer-readable instruction.

[00156] Optionally, in this embodiment, the foregoing electronic device may be located in at least one of multiple network devices in a computer network.

[00157] Optionally, in this embodiment, the foregoing processor may be configured to perform the following steps through the computer-readable instruction:

[00158] S1: Display a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account.

[00159] S2: Display a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state.

[00160] S3: Determine a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and display synthesis progress information for synthesizing the target synthetic prop.

[00161] S4: Cancel the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

[00162] Optionally, in this embodiment, the foregoing processor may further be configured to perform the following steps through the computer-readable instruction:

[00163] S1: Display a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account.

[00164] S2: Display a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state.

[00165] S3: Determine a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and display synthesis progress information for synthesizing the target synthetic prop.

[00166] S4: Cancel the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

[00167] Optionally, a person of ordinary skill in the art may understand that the structure shown in FIG. 19 is only schematic. The electronic device may be a terminal device such as a smart phone (such as an Android mobile phone or an iOS mobile phone), a tablet computer, a palmtop computer, a mobile Internet device (MID), or a PAD. FIG. 19 does not limit the structure of the foregoing electronic device. For example, the electronic device may further include more or less components (such as a network interface) than those shown in FIG. 19, or has a configuration different from that shown in FIG. 19.

[00168] The memory 1902 may be configured to store a software program and a module, for example, a program instruction/module corresponding to a prop synthesis method and a prop synthesis apparatus in the embodiments of this application, and the processor 1904 performs various functional applications and data processing by running a software program and a module stored in the memory 1902, thus implementing the foregoing prop synthesis method. The memory 1902 may include a high-speed random access memory (RAM), and may also include a non-volatile memory, for example, one or more magnetic storage apparatuses, a flash memory, or another non-volatile solid-state memory. In some embodiments, the memory 1902 may further include memories remotely disposed relative to the processor 1904, and the remote memories may be connected to a terminal through a network. Examples of the foregoing network include, but are not limited to, the Internet, an intranet, a local area network, a mobile communication network, and a combination thereof. The memory 1902 may be specifically used for, but is not limited to, storage of information such as various elements and prop synthetic information in a scene picture. As an example, as shown in FIG. 19, the memory 1902 may include, but is not limited to, the first display unit 1802, the second display unit 1804, the third display unit 1806 and the synthetic unit 1808 in the foregoing prop synthesis apparatus. In addition, the memory 1902 may further include, but is not limited to, other module units in the foregoing prop synthesis apparatus, which will not be described again in this example.

[00169] Optionally, a transmission apparatus 1906 is configured to receive or send data through a network. Specific examples of the foregoing network may include a wired network and a

wireless network. In an example, the transmission apparatus 1906 includes a network interface controller (NIC). The NIC may be connected to another network device and a router by network cables, so as to communicate with the Internet or a local area network. In an example, the transmission apparatus 1906 is a radio frequency (RF) module, which communicates with the Internet in a wireless manner.

[00170] In addition, the foregoing electronic device further includes: a display 1908, configured to display a virtual scene in an interface; and a connecting bus 1910, configured to connect each module component in the foregoing electronic device.

[00171] In other embodiments, the foregoing terminal device or server may be a node in a distributed system, where the distributed system may be a blockchain system, and the blockchain system may be a distributed system formed by connecting multiple nodes through network communication. A peer to peer (P2P) network may be formed between nodes, and any form of computing devices, such as servers, terminals, and other electronic devices, may become a node in the blockchain system by joining the P2P network.

[00172] According to one aspect of this application, a computer program product or a computer program is provided. The computer program product or the computer program includes a computer-readable instruction, and the computer-readable instruction contains a program code for performing the method shown in a flowchart. In such an embodiment, the computer program may be downloaded and installed from a network through a communication part, and/or installed from a removable medium. When the computer program is executed by a central processing unit (CPU), various functions provided in the embodiment of this application are executed.

[00173] The sequence numbers of the foregoing embodiments of this application are merely for description purpose but do not imply the preference among the embodiments.

[00174] According to one aspect of this application, a computer-readable storage medium is provided. A processor of an electronic device reads the computer instruction from the computer-readable storage medium, and the processor executes the computer instruction to cause the electronic device to perform the foregoing prop synthesis method.

[00175] Optionally, in this embodiment, the foregoing computer-readable storage medium may further be configured to store a computer-readable instruction for executing the following steps:

[00176] S1: Display a prop list of a target account in a display interface displaying a virtual game scene, where the prop list includes prop icons of props obtained by the target account.

[00177] S2: Display a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, where the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state.

[00178] S3: Determine a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and display synthesis progress information for synthesizing the target synthetic prop.

[00179] S4: Cancel the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

[00180] Optionally, in this embodiment, a person of ordinary skill in the art can understand that all or some steps in the methods in the foregoing embodiments may be performed by a program instructing related hardware of a terminal device. The program may be stored in a computer-readable storage medium. The storage medium may include: a flash disk, a read-only memory (ROM), a random access memory (RAM), a magnetic disk, an optical disk, and the like.

[00181] When the integrated unit in the foregoing embodiments is implemented in a form of a software functional unit and sold or used as an independent product, the integrated unit may be stored in the foregoing computer-readable storage medium. Based on such an understanding, the technical solutions of this application essentially, or a part contributing to the related art, or all or a part of the technical solution may be implemented in a form of a software product. The computer software product is stored in a storage medium and includes several instructions for instructing one or more electronic devices (which may be a personal computer (PC), a server, a network device or the like) to perform all or some of steps of the methods in the embodiments of this application.

[00182] In the foregoing embodiments of this application, the descriptions of the embodiments have respective focuses. For a part that is not described in detail in an embodiment, reference may be made to related descriptions in other embodiments.

[00183] In the several embodiments provided in this application, it is to be understood that the disclosed client may be implemented in another manner. The apparatus embodiment described above is merely exemplary. For example, the unit division is merely logical function division and may be other division in an actual implementation. For example, multiple units or components may be combined or integrated into another system, or some features may be ignored or not performed. In addition, the coupling, or direct coupling, or communication connection between the displayed or

discussed components may be the indirect coupling or communication connection by means of some interfaces, units, or modules, and may be electrical or of other forms.

[00184] The units described as separate parts may or may not be physically separated, and parts displayed as units may or may not be physical units, may be located in one position, or may be distributed on a plurality of network units. Some or all of the units may be selected according to actual needs to achieve the objectives of the solutions of the embodiments.

[00185] In addition, functional units in the embodiments of this application may be integrated into one processing unit, or each of the units may be physically separated, or two or more units may be integrated into one unit. The integrated unit may be implemented in the form of hardware, or may be implemented in the form of a software functional unit.

[00186] The foregoing descriptions are merely exemplary implementations of this application. A person of ordinary skill in the art may further make several improvements and modifications without departing from the principle of this application, and the improvements and modifications also fall within the protection scope of this application.

CLAIMS

What is claimed is:

1. A prop synthesis method performed by an electronic device, comprising:

displaying a prop list of a target account in a display interface displaying a virtual game scene, wherein the prop list comprises prop icons of props obtained by the target account;

displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, wherein the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state;

determining a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and displaying synthesis progress information for synthesizing the target synthetic prop; and

canceling the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

2. The method according to claim 1, wherein the determining a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and displaying synthesis progress information for synthesizing the target synthetic prop comprises:

determining that the focus position of the touch focus is located on an operation trajectory of the drag operation in a case that a touch focus of the drag operation is detected;

determining that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation in a case that it is detected that the touch focus on the operation trajectory disappears, and determining a synthetic prop corresponding to the second prop that overlaps with the operation trajectory endpoint as the target synthetic prop; and

displaying a prop icon of the target synthetic prop, and displaying the synthesis progress information on the prop icon of the target synthetic prop.

3. The method according to claim 2, wherein the canceling the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed comprises:

determining to trigger the cancel operation in response to a tap operation performed on the prop icon of the target synthetic prop in a case that the synthesis progress information indicates that

the synthesis is not completed; and

canceling the synthetic processing of the target synthetic prop, and restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions.

4. The method according to claim 3, wherein the restoring and storing the first prop and the second prop for synthesizing the target synthetic prop to original positions comprises:

redisplaying the prop icon of the second prop for synthesizing the target synthetic prop in the prop list in a case that the second prop for synthesizing the target synthetic prop is a prop in the prop list of the target account; and

reequipping the second prop for synthesizing the target synthetic prop on the target virtual character in a case that the second prop for synthesizing the target synthetic prop is a prop equipped by a target virtual character in the virtual game scene.

5. The method according to claim 2, wherein the method further comprises:

displaying prop description information corresponding to the target synthetic prop in a case that it is determined that the focus position of the touch focus is located on the operation trajectory of the drag operation and the dwell duration of the touch focus at the focus position is greater than the target duration; and

hiding the prop description information corresponding to the displayed target synthetic prop in a case that it is determined that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation.

6. The method according to claim 1, wherein after displaying synthesis progress information for synthesizing the target synthetic prop, the method further comprises:

displaying animation prompt information of the synthesized target synthetic prop in a case that the synthesis progress information indicates that the synthesis is completed.

7. The method according to claim 1, wherein the displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list comprises:

displaying the preview prop icon of the synthetic prop matched with the second prop in the prop list in response to the drag operation performed on the prop icon of the first prop, wherein the prop allowed to be synthesized with the first prop in the prop list is determined as the second prop in the candidate synthesis state, the prop icon of the first prop and the prop icon of the second prop have a same display style, and the preview prop icon of the synthetic prop and the prop icon of the

first prop have different display styles; and

determining the synthetic prop matched with the first target prop as the target synthetic prop in a case that the operation trajectory endpoint of the drag operation overlaps with a first target prop in the second props in the candidate synthesis state.

8. The method according to claim 1, wherein the displaying a preview prop icon of a synthetic prop matched with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list comprises:

displaying the preview prop icon of the synthetic prop matched with the second prop equipped by the virtual character in a prompt region corresponding to each virtual character in the virtual game scene in response to the drag operation performed on the prop icon of the first prop, wherein the prop equipped by the virtual character, allowed to be synthesized with the first prop, is determined as the second prop in the candidate synthesis state; and

determining the second prop equipped by the reference virtual character as a second target prop in a case that the operation trajectory endpoint of the drag operation overlaps with a reference virtual character, and determining the synthetic prop matched with the second target prop as the target synthetic prop.

9. The method according to any one of claims 1 to 8, wherein the displaying the synthesis progress information on the prop icon of the target synthetic prop comprises one of the following:

displaying a circular progress bar matched with the synthesis progress information on the prop icon of the target synthetic prop;

displaying a sector-shaped highlighted region matched with the synthesis progress information on the prop icon of the target synthetic prop;

displaying a synthesis progress percentage matched with the synthesis progress information on the prop icon of the target synthetic prop; and

displaying a countdown of the completion of synthesis of the target synthetic prop, matched with the synthesis progress information, on the prop icon of the target synthetic prop.

10. A prop synthesis apparatus, comprising:

a first display unit, configured to display a prop list of a target account in a display interface displaying a virtual game scene, wherein the prop list comprises prop icons of props obtained by the target account;

a second display unit, configured to display a preview prop icon of a synthetic prop matched

with the first prop in a preview state in response to a drag operation performed on a prop icon of a first prop in the prop list, wherein the synthetic prop is a prop obtained by synthesizing the first prop with a second prop in a candidate synthesis state;

a third display unit, configured to determine a target synthetic prop matched with an operation trajectory endpoint of the drag operation, and display synthesis progress information for synthesizing the target synthetic prop; and

a synthetic unit, configured to cancel the synthesis of the target synthetic prop in response to a cancel operation triggered for the synthesis progress information in a case that the synthesis progress information indicates that the synthesis is not completed.

11. The apparatus according to claim 10, wherein

the third display unit is further configured to determine that the focus position of the touch focus is located on an operation trajectory of the drag operation in a case that a touch focus of the drag operation is detected; determine that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation in a case that it is detected that the touch focus on the operation trajectory disappears, and determine a synthetic prop corresponding to the second prop that overlaps with the operation trajectory endpoint as the target synthetic prop; and display a prop icon of the target synthetic prop, and display the synthesis progress information on the prop icon of the target synthetic prop.

12. The apparatus according to claim 11, wherein the apparatus further comprises:

a synthesis canceling unit, configured to determine to trigger the cancel operation in response to a tap operation performed on the prop icon of the target synthetic prop in a case that the synthesis progress information indicates that the synthesis is not completed; and cancel the synthetic processing of the target synthetic prop, and restore and store the first prop and the second prop for synthesizing the target synthetic prop to original positions.

13. The apparatus according to claim 12, wherein the synthesis canceling unit is further configured to redisplay the prop icon of the second prop for synthesizing the target synthetic prop in the prop list in a case that the second prop for synthesizing the target synthetic prop is a prop in the prop list of the target account; and reequip the second prop for synthesizing the target synthetic prop on the target virtual character in a case that the second prop for synthesizing the target synthetic prop is a prop equipped by a target virtual character in the virtual game scene.

14. The apparatus according to claim 11, wherein

the third display unit is further configured to display prop description information

corresponding to the target synthetic prop in a case that it is determined that the focus position of the touch focus is located on the operation trajectory of the drag operation and the dwell duration of the touch focus at the focus position is greater than the target duration; and hide the prop description information corresponding to the displayed target synthetic prop in a case that it is determined that the disappearance position of the touch focus is the operation trajectory endpoint of the drag operation.

15. The apparatus according to claim 10, wherein the third display unit is further configured to display animation prompt information of the synthesized target synthetic prop in a case that the synthesis progress information indicates that the synthesis is completed.

16. The apparatus according to claim 10, wherein the second display unit is further configured to display the preview prop icon of the synthetic prop matched with the second prop in the prop list in response to the drag operation performed on the prop icon of the first prop, wherein the prop allowed to be synthesized with the first prop in the prop list is determined as the second prop in the candidate synthesis state, the prop icon of the first prop and the prop icon of the second prop have a same display style, and the preview prop icon of the synthetic prop and the prop icon of the first prop have different display styles; and determine the synthetic prop matched with the first target prop as the target synthetic prop in a case that the operation trajectory endpoint of the drag operation overlaps with a first target prop in the second props in the candidate synthesis state.

17. The apparatus according to claim 10, wherein the second display unit is further configured to display the preview prop icon of the synthetic prop matched with the second prop equipped by the virtual character in a prompt region corresponding to each virtual character in the virtual game scene in response to the drag operation performed on the prop icon of the first prop, wherein the prop equipped by the virtual character, allowed to be synthesized with the first prop, is determined as the second prop in the candidate synthesis state; and determine the second prop equipped by the reference virtual character as a second target prop in a case that the operation trajectory endpoint of the drag operation overlaps with a reference virtual character, and determine the synthetic prop matched with the second target prop as the target synthetic prop.

18. A computer-readable storage medium comprising a computer-readable instruction, wherein the computer-readable instruction is executed by a processor to implement the method according to any one of claims 1 to 9.

19. A computer program product or a computer program, wherein the computer program product or the computer program comprises a computer-readable instruction, the computer-readable instruction is stored in a computer-readable storage medium, and a processor reads and executes the

computer-readable instruction from the computer-readable storage medium to implement the operations of the method according to any one of claims 1 to 9.

20. An electronic device, comprising a memory and a processor, wherein the memory stores a computer-readable instruction, and the processor is configured to implement the method according to any one of claims 1 to 9 through the computer-readable instruction.