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(54) **Title:** GAME EFFECT GENERATION METHOD AND APPARATUS, ELECTRONIC DEVICE, AND COMPUTER READABLE MEDIUM

(54) **发明名称**: 游戏特效的生成方法、装置、电子设备及计算机可读介质

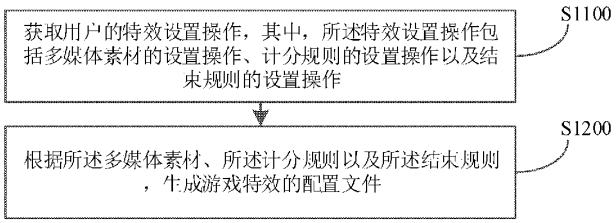


图 1

S1100 Obtain an effect setting operation of a user, wherein the effect setting operation comprises a setting operation of a multimedia material, a setting operation of a scoring rule, and a setting operation of an ending rule

S1200 Generate a configuration file of a game effect according to the multimedia material, the scoring rule, and the ending rule

(57) **Abstract:** A game effect generation method and apparatus, an electronic device, and a computer readable medium. The generation method comprises the following steps: obtaining an effect setting operation of a user, the effect setting operation comprising a setting operation of a multimedia material, a setting operation of a scoring rule, and a setting operation of an ending rule (S1100); and generating a configuration file of a game effect according to the multimedia material, the scoring rule, and the ending rule (S1200), wherein the configuration file is used for instructing to display the game effect on a target video, to display the multimedia material on the target video in the process of displaying the game effect, to score according to the scoring rule and display, and to end a game in the case that the ending rule is met. In the process of producing the game effect, the user only needs to participate in the settings of the multimedia material, the scoring rule, and the ending rule in a game, and does not need to develop and write a game logic script, which reduces the workload of the user, and effectively improves the game development efficiency.

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本国际公布:

— 包括国际检索报告(条约第21条(3))。

(57) 摘要：一种游戏特效的生成方法、装置、电子设备及计算机可读介质。其中生成方法包括下述步骤：获取用户的特效设置操作，特效设置操作包括多媒体素材的设置操作、计分规则的设置操作以及结束规则的设置操作（S1100）；以及根据多媒体素材、计分规则以及结束规则，生成游戏特效的配置文件（S1200）；配置文件用于指示在目标视频上展现游戏特效；在游戏特效的展现过程中，在目标视频上展现多媒体素材，根据计分规则进行计分并展示，并在满足结束规则的情况下结束游戏。该游戏特效的制作过程只需要用户参与游戏中多媒体素材、计分规则和结束规则的设置即可，不需要用户开发编写游戏逻辑脚本，减少用户的工作量，能有效提高游戏开发效率。