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(81) 指定国(除另有指明, 要求每一种可提供的国家保护): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CV, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI,

(54) Title: VIRTUAL OBJECT INTERACTION METHOD, APPARATUS, DEVICE, MEDIUM AND PROGRAM PRODUCT

(54) 发明名称: 一种虚拟对象的交互方法、装置、设备、介质和程序产品

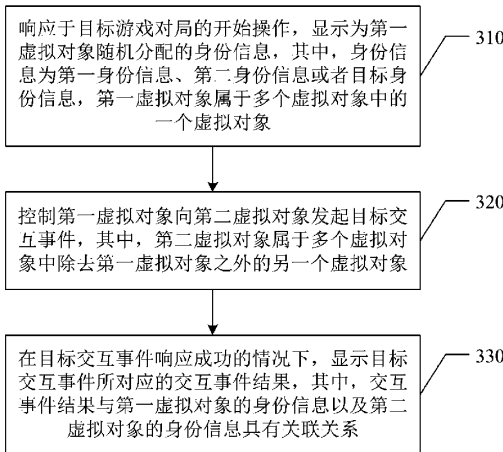


图 3

310 In response to a start operation of a target game matchup, display identity information randomly assigned to a first virtual object, wherein the identity information is first identity information, second identity information or target identity information, and the first virtual object is one of a plurality of virtual objects
320 Control the first virtual object to initiate a target interaction event with a second virtual object, wherein the second virtual object is another virtual object among the plurality of virtual objects, other than the first virtual object
330 When the target interaction event is successfully responded to, display an interaction event result corresponding to the target interaction event, wherein the interaction event result has an association relationship with the identity information of the first virtual object and identity information of the second virtual object

(57) Abstract: The present application discloses a virtual object interaction method, a related apparatus, a device and a storage medium. The method of the present application comprises: in response to a start operation of a target game matchup, displaying identity information randomly assigned to a first virtual object, wherein the identity information is first identity information, second identity information or target identity information, and the first virtual object is one of a plurality of virtual objects (310); controlling the first virtual object to initiate a target interaction event with a second virtual object; and when the target interaction event is successfully responded to, displaying an interaction event result corresponding to the target interaction event, wherein the interaction event result has an association relationship with the identity information of the first virtual object and identity information of the second virtual object (330). The present application provides an adversarial playing method combining identity suspicion and instant combat; thus,

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GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IQ, IR, IS, IT, JM, JO, JP, KE, KG, KH, KN, KP, KR, KW, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD, MG, MK, MN, MU, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, WS, ZA, ZM, ZW。

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本国际公布:
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not only is the threshold of a game lowered, but both the strategic performance of the game and the sense of immersion of the playing method can also be taken into consideration.

(57) 摘要: 本申请公开了一种虚拟对象的交互方法、相关装置、设备以及存储介质。本申请方法包括: 响应于目标游戏对局的开始操作, 显示为第一虚拟对象随机分配的身份信息, 其中, 身份信息为第一身份信息、第二身份信息或者目标身份信息, 第一虚拟对象属于多个虚拟对象中的一个虚拟对象 (310); 控制第一虚拟对象向第二虚拟对象发起目标交互事件; 在目标交互事件响应成功的情况下, 显示目标交互事件所对应的交互事件结果, 其中, 交互事件结果与第一虚拟对象的身份信息以及第二虚拟对象的身份信息具有关联关系 (330)。本申请提供了一种结合身份猜疑以及即时战斗的对抗性玩法, 不仅降低了游戏门槛, 而且能够兼顾游戏的策略性和玩法的沉浸感。