ABSTRACT

The present application provides a method and apparatus for interaction processing in a virtual scene, an electronic device, a computer-readable storage medium and a computer program product. The method comprises: in an interface of a virtual scene, displaying a first virtual object equipped with a virtual vehicle; in response to a movement control operation, controlling the first virtual object to move with the aid of the virtual vehicle, a movement range of the first virtual object when equipped with the virtual vehicle being greater than a movement range of the first virtual object when not equipped with the virtual vehicle; during the movement process of the first virtual object, in response to a target virtual item within the movement range of the first virtual object satisfying an activation condition, activating the target virtual item, and controlling the target virtual item to catch up with a second virtual object; and in response to the target virtual item catching up with the second virtual object, controlling the target virtual item to activate a virtual skill on the second virtual object, and changing a state of the second virtual object.