CLAIMS

1. A method for selecting an ability of a virtual object, performed by a computer device, the method comprising:

displaying a first ability identifier of a first ability, the first ability being configured for a virtual object at a first level in a virtual battle;

displaying at least two second ability identifiers in a case that the virtual object is changed from the first level to a second level in the virtual battle, at least two second abilities corresponding to the at least two second ability identifiers being corresponding to the second level, and the at least two second ability identifiers comprising a target second ability identifier; and

replacing the first ability with a second ability corresponding to the target second ability identifier in response to a selection operation on the target second ability identifier,

wherein the displaying at least two second ability identifiers comprises:

determining an ability set corresponding to the virtual object and the second level;

determining the at least two second abilities from the ability set; and

displaying the at least two second ability identifiers corresponding to the at least two second abilities at a preset display position, wherein the preset display position corresponds to the first ability identifier,

wherein the determining the at least two second abilities from the ability set comprises:

obtaining historical behavior data corresponding to the virtual object, wherein the historical behavior data comprises historical ability trigger data of the virtual object; and

determining, according to the historical behavior data, at least two abilities triggered for the most number of times from the ability set as the at least two second abilities.

2. The method according to claim 1, wherein the replacing the first ability with a second ability corresponding to the target second ability identifier comprises:

canceling displaying the first ability identifier at a target display key position; and

displaying the target second ability identifier at the target display key position.

3. The method according to claim 2, wherein

the at least two second abilities correspond to different ability configuration structures, and each of the ability configuration structures is used for indicating an effect combination generated by a second ability; and

the first ability and the at least two second abilities have different ability effects.

4. The method according to any one of claims 1 to 3, wherein the displaying at least two second ability identifiers comprises:

displaying the at least two second ability identifiers in a sector display manner with the first ability identifier as a surrounding center; or

displaying at least two switching paths with the first ability identifier as a path start point, wherein the at least two second ability identifiers are used as end points of the switching paths; or

displaying the at least two second ability identifiers in a superimposed manner at a display position of the first ability identifier.

5. The method according to claim 4, further comprising:

taking a slide operation between the first ability identifier and the target second ability identifier as the selection operation in a case that the switching paths are displayed between the first ability identifier and the second ability identifiers.

6. The method according to claim 5, wherein the taking a slide operation between the first ability identifier and the target second ability identifier as the selection operation comprises:

receiving the slide operation between the first ability identifier and the target second ability identifier;

displaying an ability effect preview animation of the target second ability identifier according to the slide operation; and

determining the slide operation as the selection operation on the target second ability identifier in a case that the slide operation ends and a slide ending position of the slide operation is on the target second ability identifier.

7. The method according to any one of claims 1 to 3, further comprising:

displaying ability configuration prompt information at a preset position on a periphery of each of the second ability identifiers in a case that the at least two second ability identifiers are displayed, wherein the ability configuration prompt information is used for indicating the ability configuration structure of the second ability.

8. An apparatus for selecting an ability of a virtual object, comprising:

a display module, configured to display a first ability identifier of a first ability, the first ability being configured for the virtual object at a first level in a virtual battle, wherein

the display module is further configured to display at least two second ability identifiers in a case that the virtual object is changed from the first level to a second level in the virtual battle, at least two second abilities corresponding to the at least two second ability identifiers being corresponding to the second level, and the at least two second ability identifiers comprising a target second ability identifier; and

a receiving module, configured to replace the first ability with a second ability corresponding to the target second ability identifier in response to a selection operation on the target second ability identifier,

wherein the display module comprises:

a determining unit, configured to: determine an ability set corresponding to the virtual object and the second level, and determine the at least two second abilities from the ability set; and

a display unit, configured to display the at least two second ability identifiers corresponding to the at least two second abilities at a preset display position, wherein the preset display position corresponds to the first ability identifier,

wherein the determining unit is further configured to:

obtain historical behavior data corresponding to the virtual object, wherein the historical behavior data comprises historical ability trigger data of the virtual object; and

determine, according to the historical behavior data, at least two abilities triggered for the most number of times from the ability set as the at least two second abilities.

9. The apparatus according to claim 8, wherein the display module is further configured to: cancel displaying the first ability identifier at a target display key position; and display the target

second ability identifier at the target display key position.

10. The apparatus according to claim 9, wherein

the at least two second abilities correspond to different ability configuration structures, and each of the ability configuration structures is used for indicating an effect combination generated by a second ability; and

the first ability and the second abilities have different ability effects.

11. A computer device, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set or an instruction set, wherein

the at least one instruction, the at least one program, the code set or the instruction set is loaded and executed by the processor to implement the method for selecting an ability of a virtual object according to any one of claims 1 to 7.

12. A computer-readable storage medium, storing at least one instruction, at least one program, a code set, or an instruction set, wherein

the at least one instruction, the at least one program, the code set, or the instruction set is loaded and executed by a processor to implement the method for selecting an ability of a virtual object according to any one of claims 1 to 7.

13. A computer program product, the computer program product comprising a computer program/instruction, wherein

the computer program/instruction is stored in a computer-readable storage medium, a processor of a computer device reads the computer program/instruction from the computer-readable storage medium, and the processor executes the computer program/instruction to cause the computer device to implement the method for selecting an ability of a virtual object according to any one of claims 1 to 7.