

ABSTRACT

A virtual object control method, a device, a terminal, and a storage medium. The method comprises: displaying a mode selection interface of a shooting game (301); activating, in response to a selection instruction of a target game mode in the mode selection interface, a game round in the target game mode, and displaying a game round interface of the game round (302); controlling a first virtual object to operate in a virtual environment provided by the game round (303); controlling, in response to a shooting instruction of a virtual gun used by the first virtual object, the virtual gun to shoot a virtual bullet (304); and if the virtual bullet hits a second virtual object in the game round, determining that the second virtual object switches from an alive state to a dead state (305). The method implements a product function of killing a target by a single shooting operation, thereby increasing killing efficiency in game rounds, speeding-up progress of game rounds, shortening the duration of game rounds, and accordingly reducing processing overheads of servers.