

ABSTRACT

An object control method and apparatus, and a storage media and an electronic device. The method comprises: during execution of a game task by a first target object controlled by a client, detecting a target angle generated by the first target object during an action combination (S302), the
5 action combination comprising at least two target actions executed in the same direction; in the case that the target angle reaches a trigger threshold, triggering a state adjustment instruction (S304); and in response to the state adjustment instruction, adjusting the movement state of the first target object from a first state to a second state (S306), wherein the time duration taken by the first target object to complete the game task in the first state is longer than the time duration taken by the first target
10 object to complete the game task in the second state. The method solves the technical problem of increasing the control duration due to high operation complexity.

Figure 3