CLAIMS

What is claimed is:

1. A method for virtual object control, applicable to an electronic device, the method comprising:

obtaining a first virtual resource transfer operation when a distance between a first virtual object and a first virtual obstacle in a game application is less than or equal to a first predetermined distance threshold, the first virtual object being located in a first virtual region in the game application, the first virtual obstacle being in a first locked state that prevents the first virtual object from entering a second virtual region in the game application ;

in response to the first virtual resource transfer operation, switching, the first virtual obstacle from the first locked state to a first unlocked state that allows the first virtual object to enter the second virtual region based on a reduction of a first predetermined quantity of virtual resources from a virtual resource set of the first virtual object; and

controlling the first virtual object to move from the first virtual region into the second virtual region when a first control operation is obtained;

when the first virtual object moves from the first virtual region into the second virtual region, switching the first virtual obstacle from the first unlocked state to the first locked state;

obtaining a second virtual resource transfer operation when the distance between the first virtual object in the second virtual region and the first virtual obstacle is less than or equal to the first predetermined distance threshold;

in response to the second virtual resource transfer operation, switching the first virtual obstacle from the first locked state to the first unlocked state based on a reduction of a third predetermined quantity of virtual resources from the virtual resource set of the first virtual object; and

controlling the first virtual object to move from the second virtual region to the first virtual region when a third control operation is obtained.

2. The method according to claim 1, wherein before the obtaining the first virtual resource transfer operation, the method further comprises:

in response to an attack operation on a virtual object of a specific type, adding a second predetermined quantity of virtual resources to the virtual resource set of the first virtual object;

and

when the distance between the first virtual object and the first virtual obstacle is less than or equal to the first predetermined distance threshold, displaying a virtual identifier of the first virtual obstacle; and

the obtaining a first virtual resource transfer operation, comprising:

obtaining the first virtual resource transfer operation comprises a touch operation based on the touch operation on the virtual identifier.

3. The method according to claim 2, wherein the when the distance between the first virtual object and the first virtual obstacle is less than or equal to the first predetermined distance threshold, displaying a virtual identifier of the first virtual obstacle comprises:

when a distance between a first detection frame of the first virtual object and a second detection frame of the first virtual obstacle is less than or equal to the first predetermined distance threshold, displaying the virtual identifier of the first virtual obstacle.

4. The method according to claim 1, wherein after the controlling the first virtual object to move from the first virtual region into the second virtual region, the method further comprises:

when the first virtual object is located in the second virtual region, maintaining the first virtual obstacle in the first unlocked state; and

when the first virtual obstacle is in the first unlocked state and a second control operation is obtained, controlling the first virtual object to move from the second virtual region into the first virtual region.

5. The method according to claim 1, wherein after the controlling the first virtual object to move from the first virtual region to the second virtual region, the method further comprises:

obtaining a third virtual resource transfer operation when the first virtual object is located in the second virtual region, and a distance between the first virtual object and a second virtual obstacle is less than or equal to a second predetermined distance threshold, the second virtual obstacle being in a second locked state that prevents the first virtual object from entering a third virtual region in the game application;

in response to the third virtual resource transfer operation, switching the second virtual obstacle from the second locked state to a second unlocked state that allows the first virtual object to enter the third virtual region based on a reduction of a fourth predetermined quantity of

virtual resources from the virtual resource set possessed by the first virtual object, and the first predetermined quantity being different from the fourth predetermined quantity; and

controlling the first virtual object to move from the second virtual region into the third virtual region when a fourth control operation is obtained.

6. The method according to claim 5, wherein the first virtual obstacle and the second virtual obstacle are different virtual obstacles.

7. A virtual object control apparatus, comprising:

a first acquisition unit, configured to obtain a first virtual resource transfer operation when a distance between a first virtual object and a first virtual obstacle in a game application is less than or equal to a first predetermined distance threshold, the first virtual object being located in a first virtual region in the game application, the first virtual obstacle being in a first locked state that prevents the first virtual object from entering a second virtual region in the game application;

a first response unit, configured to: in response to the first virtual resource transfer operation, switch, the first virtual obstacle from the first locked state to a first unlocked state that allows the first virtual object to enter the second virtual region based on a reduction of a first predetermined quantity of virtual resources from a virtual resource set of the first virtual object;

a first control unit, configured to control the first virtual object to move from the first virtual region into the second virtual region when a first control operation is obtained;

a switching unit, configured to: when the first virtual object moves from the first virtual region into the second virtual region, switch the first virtual obstacle from the first unlocked state to the first locked state;

a second acquisition unit, configured to obtain a second virtual resource transfer operation when the distance between the first virtual object in the second virtual region and the first virtual obstacle is less than or equal to the first predetermined distance threshold;

a second response unit, configured to: in response to the second virtual resource transfer operation, switch the first virtual obstacle from the first locked state to the first unlocked state based on a reduction of a third predetermined quantity of virtual resources from the virtual resource set of the first virtual object; and

a third control unit, configured to control the first virtual object to move from the second virtual region to the first virtual region when a third control operation is obtained.

8. The apparatus according to claim 7, further comprising:

a display unit, configured to: in response to an attack operation on a virtual object of a specific type, add a second predetermined quantity of virtual resources to the virtual resource set of the first virtual object; and when a distance between the first virtual object and the first virtual obstacle is less than or equal to the first predetermined distance threshold, display a virtual identifier of the first virtual obstacle; and

the first acquisition unit, further configured to obtain the first virtual resource transfer operation comprises the touch operation based on a touch operation on the virtual identifier.

9. The apparatus according to claim 8, wherein the display unit is further configured to: when a distance between a first detection frame of the first virtual object and a second detection frame of the first virtual obstacle is less than or equal to the first predetermined distance threshold, display the virtual identifier of the first virtual obstacle.

10. The apparatus according to claim 7, further comprising:

a processing unit, configured to: after the controlling the first virtual object to move from the first virtual region into the second virtual region, when the first virtual object is located in the second virtual region, maintain the first virtual obstacle in the first unlocked state; and

a second control unit, configured to control, when the first virtual obstacle is in the first unlocked state and a second control operation is obtained, the first virtual object to move from the second virtual region into the first virtual region.

11. The apparatus according to claim 7, further comprising:

a third acquisition unit, configured to obtain a third virtual resource transfer operation when the first virtual object is located in the second virtual region, and a distance between the first virtual object and a second virtual obstacle is less than or equal to a second predetermined distance threshold, the second virtual obstacle being in a second locked state that prevents the first virtual object from entering a third virtual region in the game application;

a third response unit, configured to: in response to the third virtual resource transfer operation, switch the second virtual obstacle from the second locked state to a second unlocked state that allows the first virtual object to enter the third virtual region based on a reduction of a fourth predetermined quantity of virtual resources from the virtual resource set possessed by the first virtual object, and the first predetermined quantity being different from the fourth predetermined quantity; and

a fourth control unit, configured to control the first virtual object to move from the second virtual region to the third virtual region when a fourth control operation is obtained.

12. A computer-readable storage medium, comprising a stored program, the program, when run, performing the method according to any one of claims 1 to 6.

13. An electronic device, comprising a memory and a processor, the memory storing a computer program, and the processor being configured to perform the method according to any one of claims 1 to 6 by using the computer program.