CLAIMS

1. A method for creating a team in a virtual scene, executed by an electronic device, and comprising:

presenting at least one virtual resource for selection in a team creation interface in response to a creation instruction for a target team in a virtual scene;

determining, in response to a selection operation for a target virtual resource, the target virtual resource as a joining condition for joining the target team,

the joining condition being for indicating that upon receiving of a transmitted target virtual resource, a corresponding transmitting object is determined to be a member of the target team;creating the target team in response to a confirmation instruction triggered based on the joining condition; and

presenting exit prompt information in response to an exit instruction for the target team triggered by a target member in the target team being received, the exit prompt information being for prompting that the target member has exited the target team.

2. The method according to claim 1, further comprising:

presenting a first team creation entry of at least one candidate virtual scene, the at least one candidate virtual scene comprising the virtual scene; and

receiving the creation instruction in response to a trigger operation for the first team creation entry of the virtual scene.

3. The method according to claim 1, further comprising:

presenting a second team creation entry of the virtual scene;

presenting at least one candidate object for selection in response to a trigger operation for the second team creation entry; and

receiving, in response to a selection confirmation operation for a target candidate object, a creation instruction for a target team corresponding to the target candidate object.

4. The method according to claim 1, further comprising:

presenting a third team creation entry in a data card interface of a target object;

receiving a creation instruction for the target team in the virtual scene in response to a trigger

operation for the third team creation entry; and

transmitting team-up invitation information to the target object, the team-up invitation information being for inviting the target object to join the target team.

5. The method according to claim 1, further comprising:

creating a group corresponding to the virtual scene, and presenting a fourth team creation entry in a group interface of the group; and

receiving a creation instruction for the target team in the virtual scene in response to a trigger operation for the fourth team creation entry.

6. The method according to claim 5, wherein the creating the group corresponding to the virtual scene comprises:

creating the group corresponding to the virtual scene in a client interface other than an application of the virtual scene, the group comprising at least one object other than a current object, and the object and the current object having a social association relationship in the application.

7. The method according to claim 5, wherein the method further comprises:

presenting a conversation interface of the group; and

presenting team joining invitation information corresponding to the target team in the conversation interface of the group, the team joining invitation information being for inviting an object in the group to join the target team.

8. The method according to claim 1, wherein the method further comprises:

presenting a condition setting function switch; and

enabling a joining condition setting function for the target team in response to a trigger operation for the condition setting function switch; and

the presenting at least one virtual resource for selection comprises:

presenting the at least one virtual resource for selection in response to the joining condition setting function for the target team being enabled.

9. The method according to claim 8, wherein the presenting the condition setting function switch comprises:

presenting a condition setting function switch for the target team in the team creation interface of the target team.

10. The method according to claim 8, wherein the presenting the condition setting function switch comprises:

presenting the condition setting function switch in a setting interface of the virtual scene.

11. The method according to claim 1, wherein the determining the target virtual resource as the joining condition for joining the target team comprises:

presenting a quantity setting function item for the target virtual resource in response to the selection operation for the target virtual resource;

receiving a target quantity set for the target virtual resource based on the quantity setting function item; and

determining the target quantity of target virtual resources as a joining condition for joining the target team.

12. The method according to claim 1, wherein the method further comprises:

presenting an enabling function entry of the virtual scene;

presenting a scene entry interface of the virtual scene in response to a trigger operation for the enabling function entry; and

controlling members joining the target team to enter the virtual scene based on the scene entry interface when a virtual scene entry instruction is received.

13. The method according to claim 12, wherein the presenting the enabling function entry of the virtual scene comprises:

presenting the enabling function entry of the virtual scene through a floating window; and

the method further comprises:

presenting a collapse function item for the floating window; and

collapsing the floating window to a floating window expansion function item in response to a trigger operation for the collapse function item being received, the floating window expansion function item being for expanding the floating window in response to a floating window expansion instruction triggered based on the floating window expansion function item being received, and presenting the enabling function entry again.

14. The method according to claim 12, further comprising:

performing interface return to an interface corresponding to the enabling function entry before

controlling the members joining the target team to enter the virtual scene and in response to an interface return operation for the scene entry interface being received;

presenting an entry function item of the virtual scene in the interface corresponding to the enabling function entry; and

presenting the scene entry interface again in response to a trigger operation for the entry function item being received.

15. The method according to claim 1, wherein the method further comprises:

presenting a removal function item for a member in the target team;

presenting, in response to a trigger operation for the removal function item, prompt information for prompting whether to remove the member from the target team; and

removing the member from the target team in response to a removal confirmation instruction triggered based on the prompt information, and returning the target virtual resource to the member.

16. The method according to claim 1, further comprising:

presenting an interaction result of the virtual scene in response to interaction between members of the target team in the virtual scene ending; and

outputting a receiving and display process of the target virtual resource.

17. The method according to claim 1, wherein the method further comprises:

presenting a dismissing function item corresponding to the target team; and

dismissing the target team in response to a trigger operation for the dismissing function item, and presenting dismissing prompt information for prompting that the target team has been dismissed.

18. A method for joining a team in a virtual scene, executed by an electronic device, and comprising:

presenting a joining function entry of a target team in a virtual scene, and presenting a joining condition for the target team,

the joining condition being for indicating that upon transmitting of a target virtual resource to a creation object of the target team, it is determined that a corresponding transmitting object is a member of the target team;transmitting the target virtual resource and joining the target team in response to a trigger operation for the joining function entry; and

presenting exit prompt information in response to an exit instruction for the target team triggered by a target member in the target team being received, the exit prompt information being for prompting that the target member has exited the target team.

19. An apparatus for creating a team in a virtual scene, comprising:

a memory operable to store computer-readable instructions; and

a processor circuitry operable to read the computer-readable instructions, the processor circuitry when executing the computer-readable instructions is configured to:

present at least one virtual resource for selection in a team creation interface in response to a creation instruction for a target team in a virtual scene;

determine, in response to a selection operation for a target virtual resource, the target virtual resource as a joining condition for joining the target team,

the joining condition being for indicating that upon receiving of a transmitted target virtual resource, a corresponding transmitting object is determined to be a member of the target team;create the target team in response to a confirmation instruction triggered based on the joining condition; and

present exit prompt information in response to an exit instruction for the target team triggered by a target member in the target team being received, the exit prompt information being for prompting that the target member has exited the target team.