

ABSTRACT

A virtual prop control method and apparatus, a storage medium, and an electronic device. The method includes: when a target virtual throw prop (506,608) controlled by a first virtual operation object (504) is displayed in a target game application and a target throw operation is detected, controlling the first virtual operation object (504) to throw the target virtual throw prop (506,608) and setting a target region in the target game application as a damage detection region (402) within a first predetermined duration; and then, in a case that the target region is the damage detection region (402) and a second virtual operation object (404) enters the target region, continuously reducing hit points of the second virtual operation object (404) within a second predetermined duration.