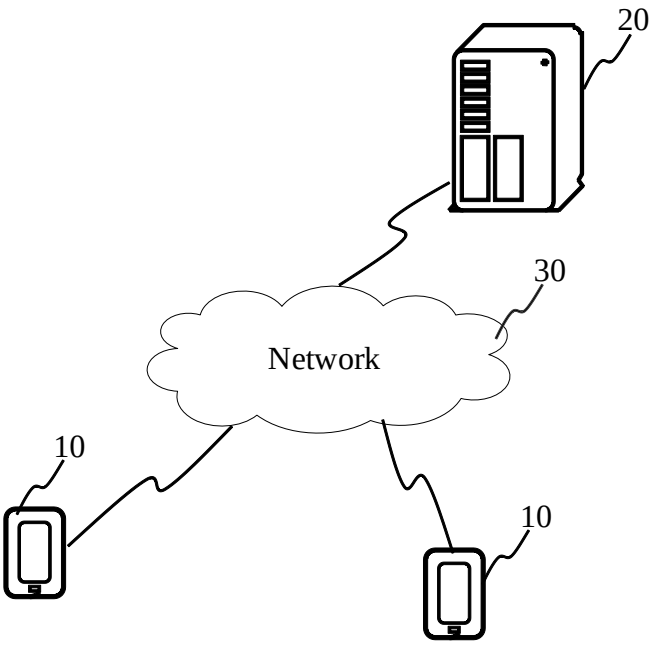

20
30
Network
10
10

FIG. 1

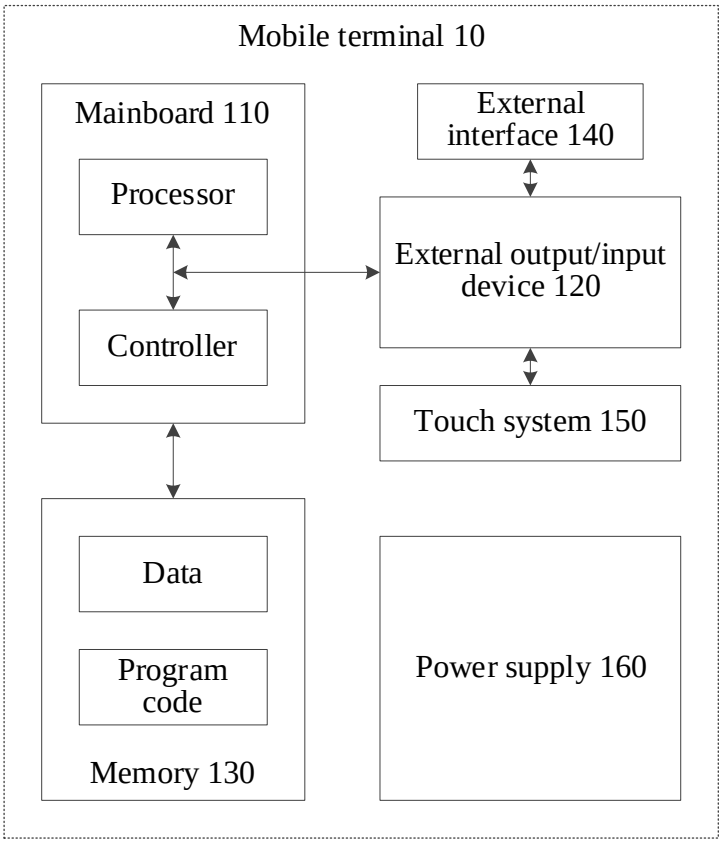

Mobile terminal 10
Mainboard 110
Processor
Controller
External interface 140
External output/input device 120
Touch system 150
Data
Program code
Memory 130
Power supply 160

FIG. 2

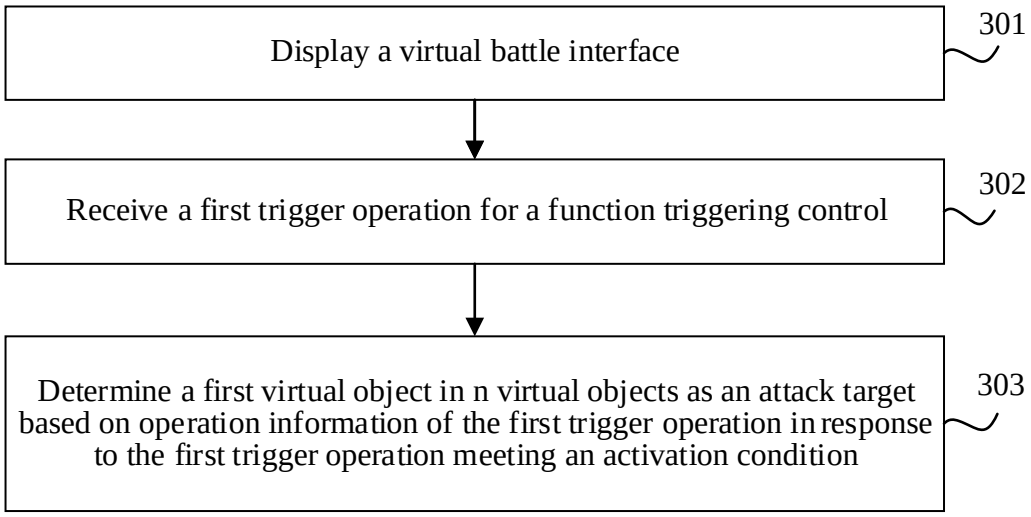

Display a virtual battle interface
301
Receive a first trigger operation for a function triggering control
302
Determine a first virtual object in n virtual objects as an attack target based on operation information of the first trigger operation in response to the first trigger operation meeting an activation condition
303

FIG. 3

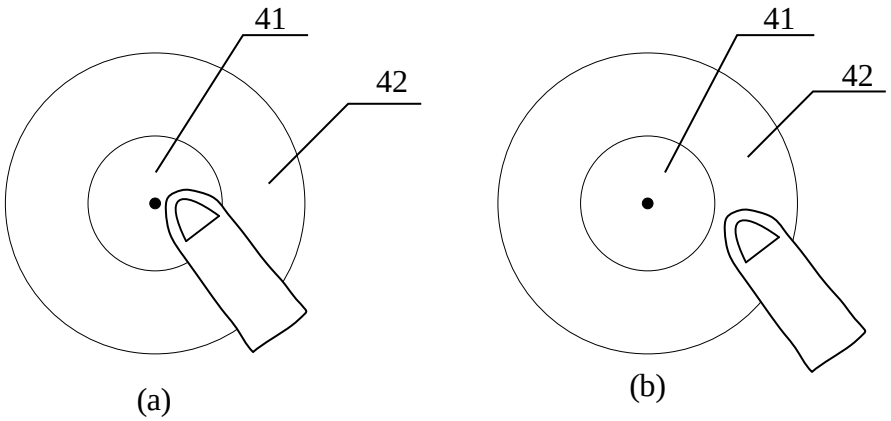

41
42
(a)
41
42
(b)

FIG. 4

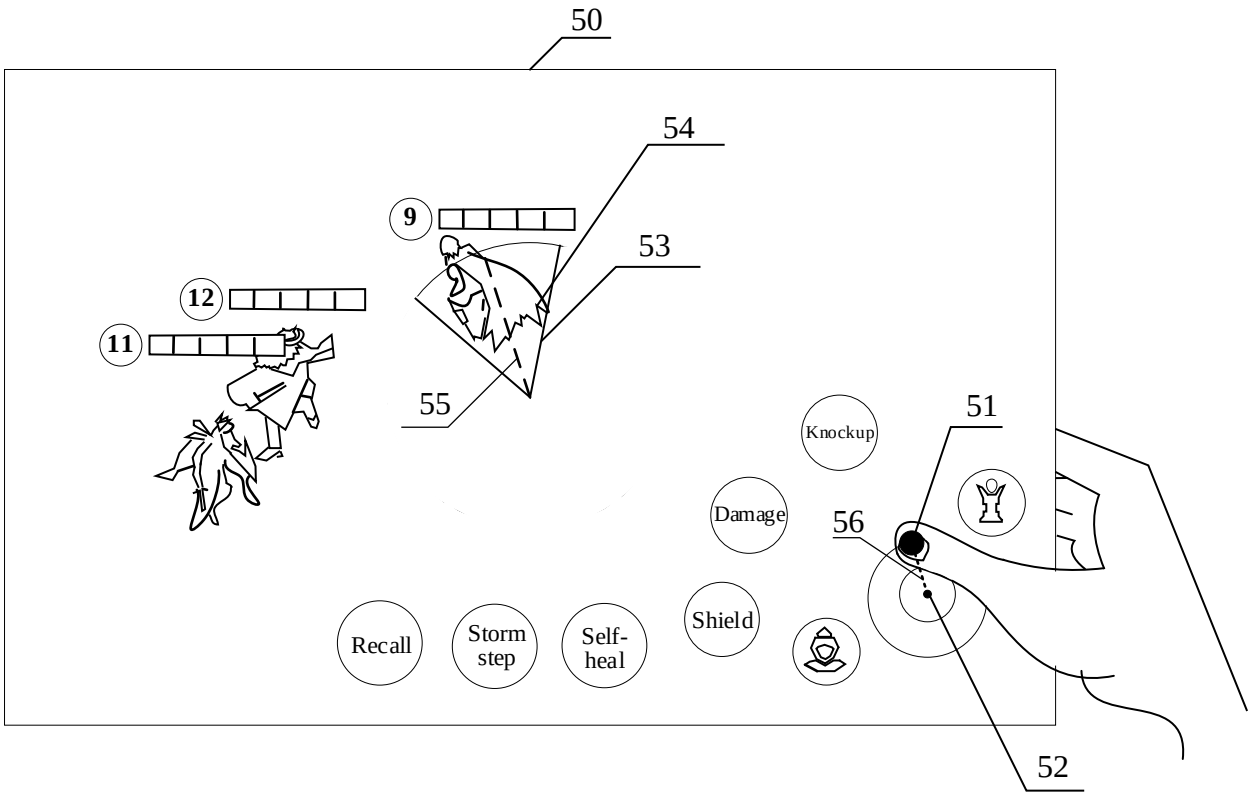

50
54
9
53
12
11
55
Knockup
51
Damage
56
Recall
Storm step
Self-heal
Shield
52

FIG. 5

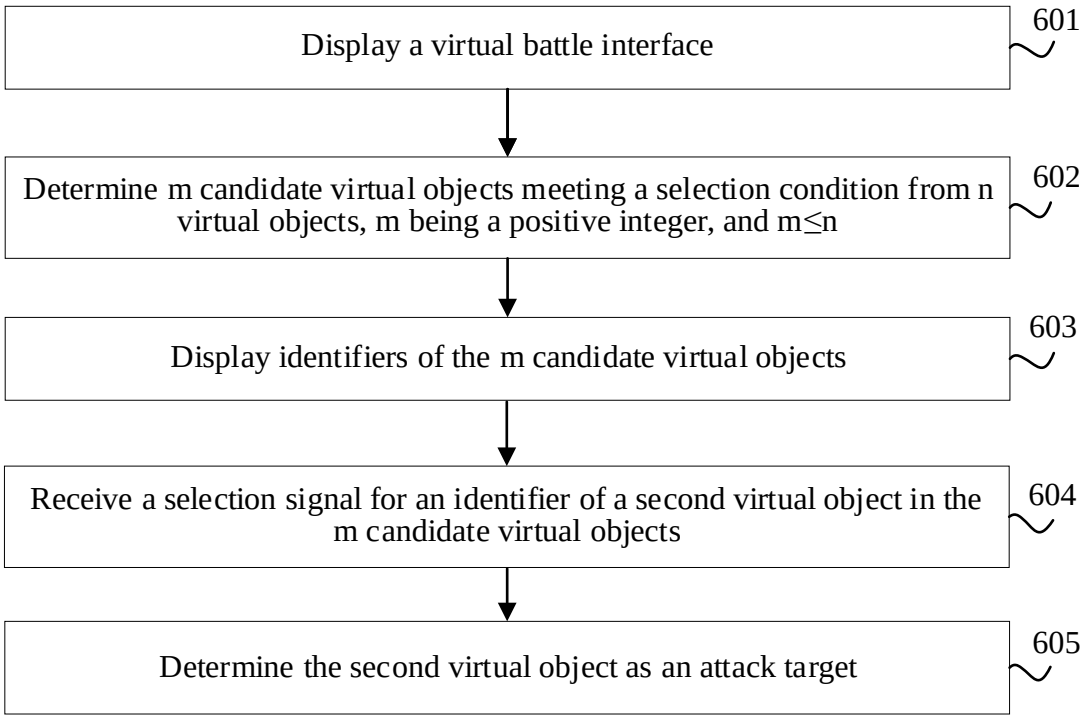

Display a virtual battle interface
601
Determine m candidate virtual objects meeting a selection condition from n virtual objects, m being a positive integer, and m≤n
602
Display identifiers of the m candidate virtual objects
603
Receive a selection signal for an identifier of a second virtual object in the m candidate virtual objects
604
Determine the second virtual object as an attack target
605

FIG. 6

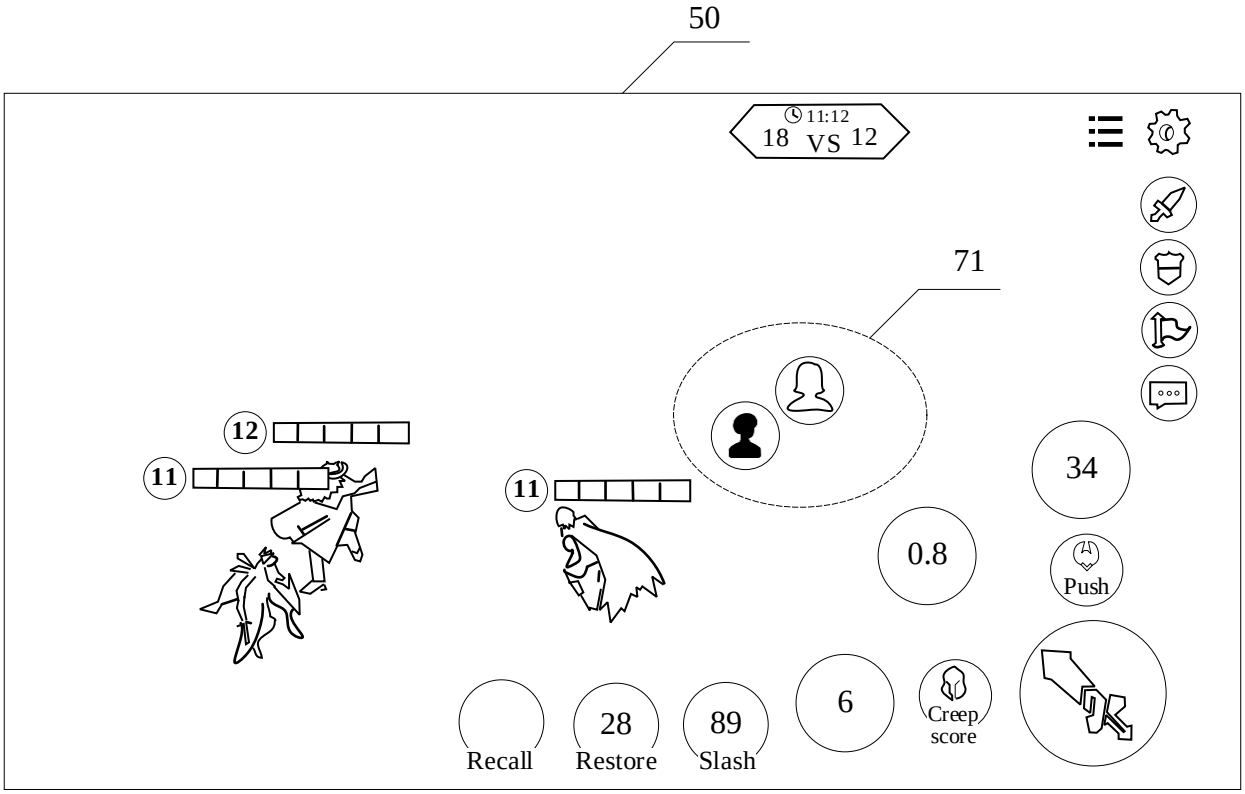

50
11:12
18 VS 12
71
12
11
11
34
0.8
Push
Recall
28
Restore
89
Slash
6
Creep
score

FIG. 7

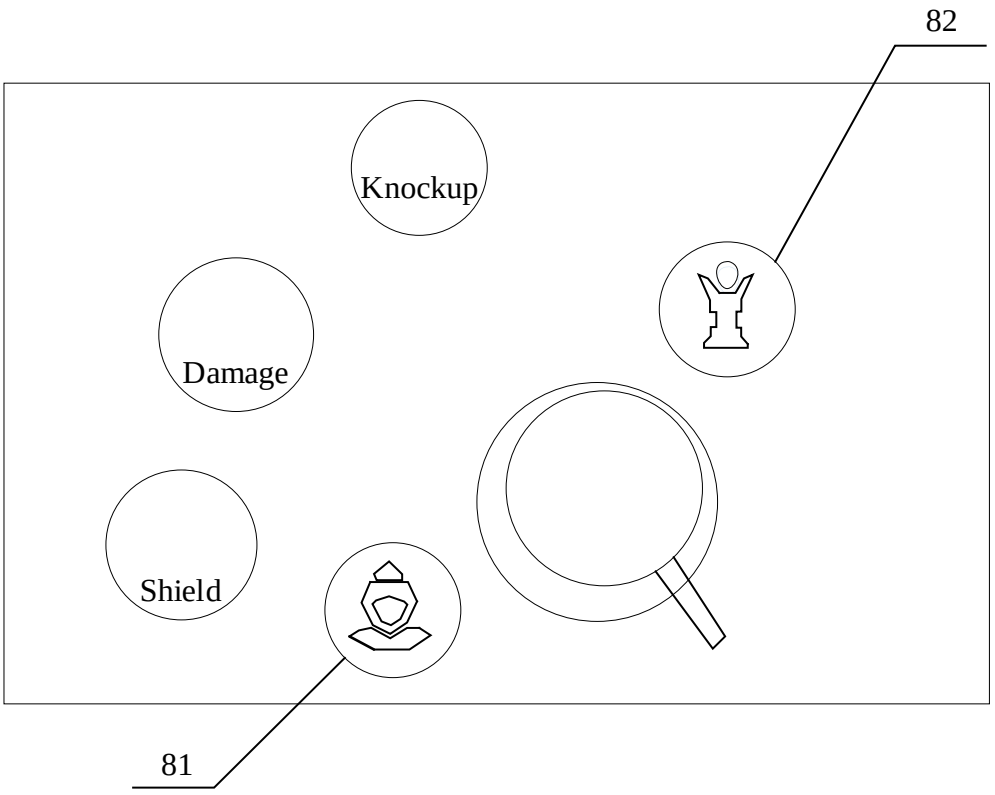

82
Knockup
Damage
Shield
81

FIG. 8

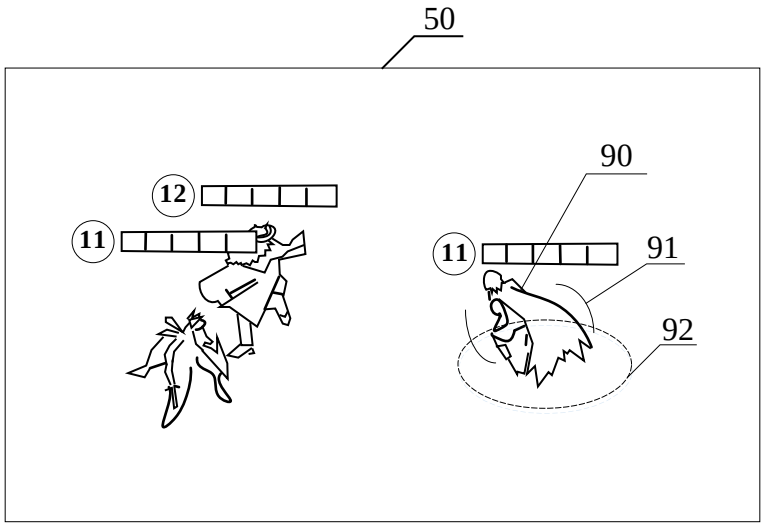


FIG. 9

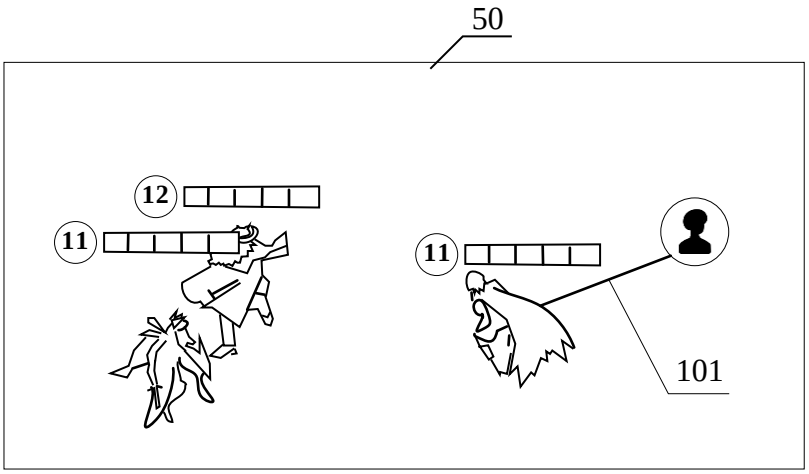


FIG. 10

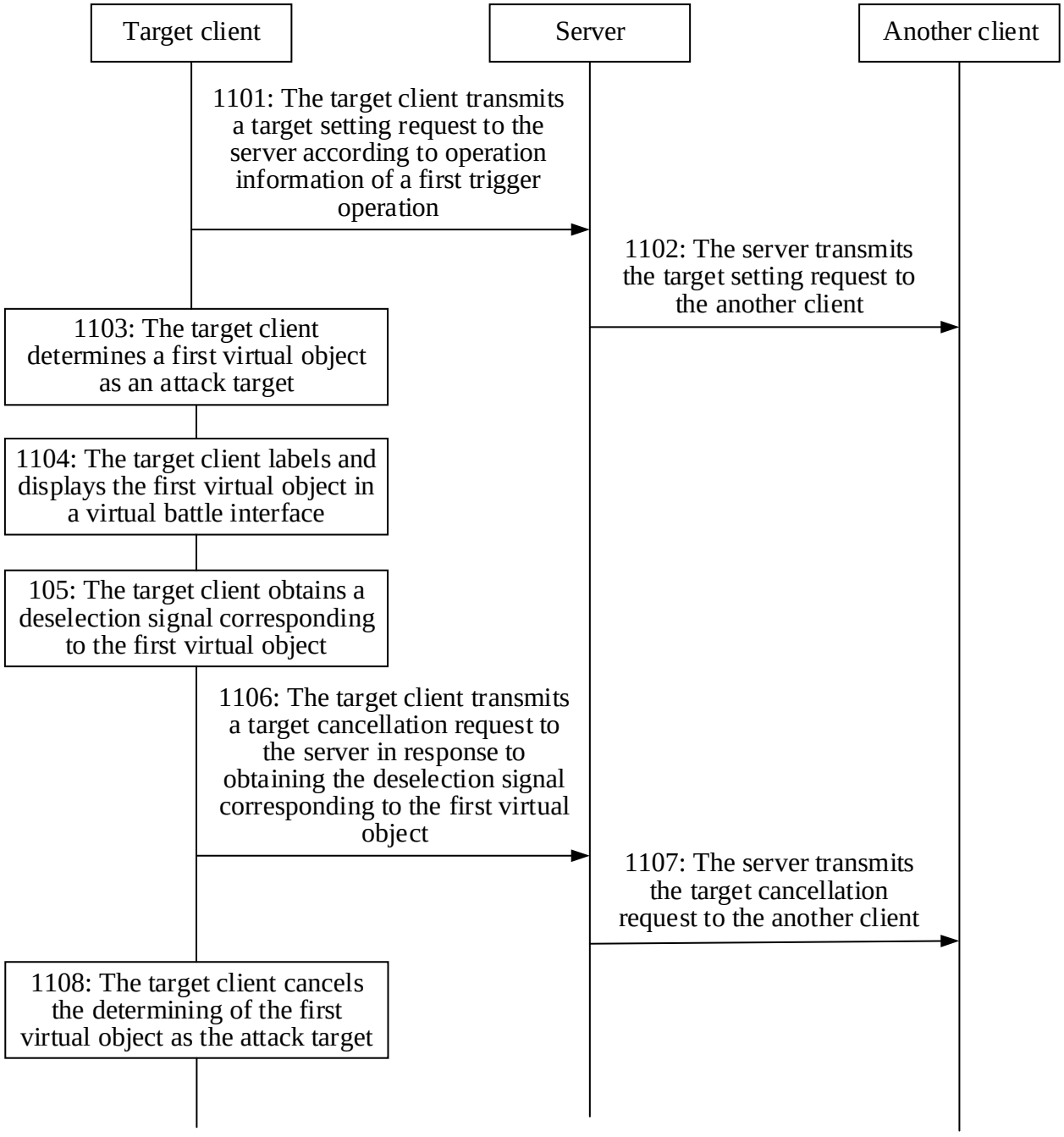

Target client
Server
Another client
1101: The target client transmits a target setting request to the server according to operation information of a first trigger operation
1102: The server transmits the target setting request to the another client
1103: The target client determines a first virtual object as an attack target
1104: The target client labels and displays the first virtual object in a virtual battle interface
105: The target client obtains a deselection signal corresponding to the first virtual object
1106: The target client transmits a target cancellation request to the server in response to obtaining the deselection signal corresponding to the first virtual object
1107: The server transmits the target cancellation request to the another client
1108: The target client cancels the determining of the first virtual object as the attack target

FIG. 11

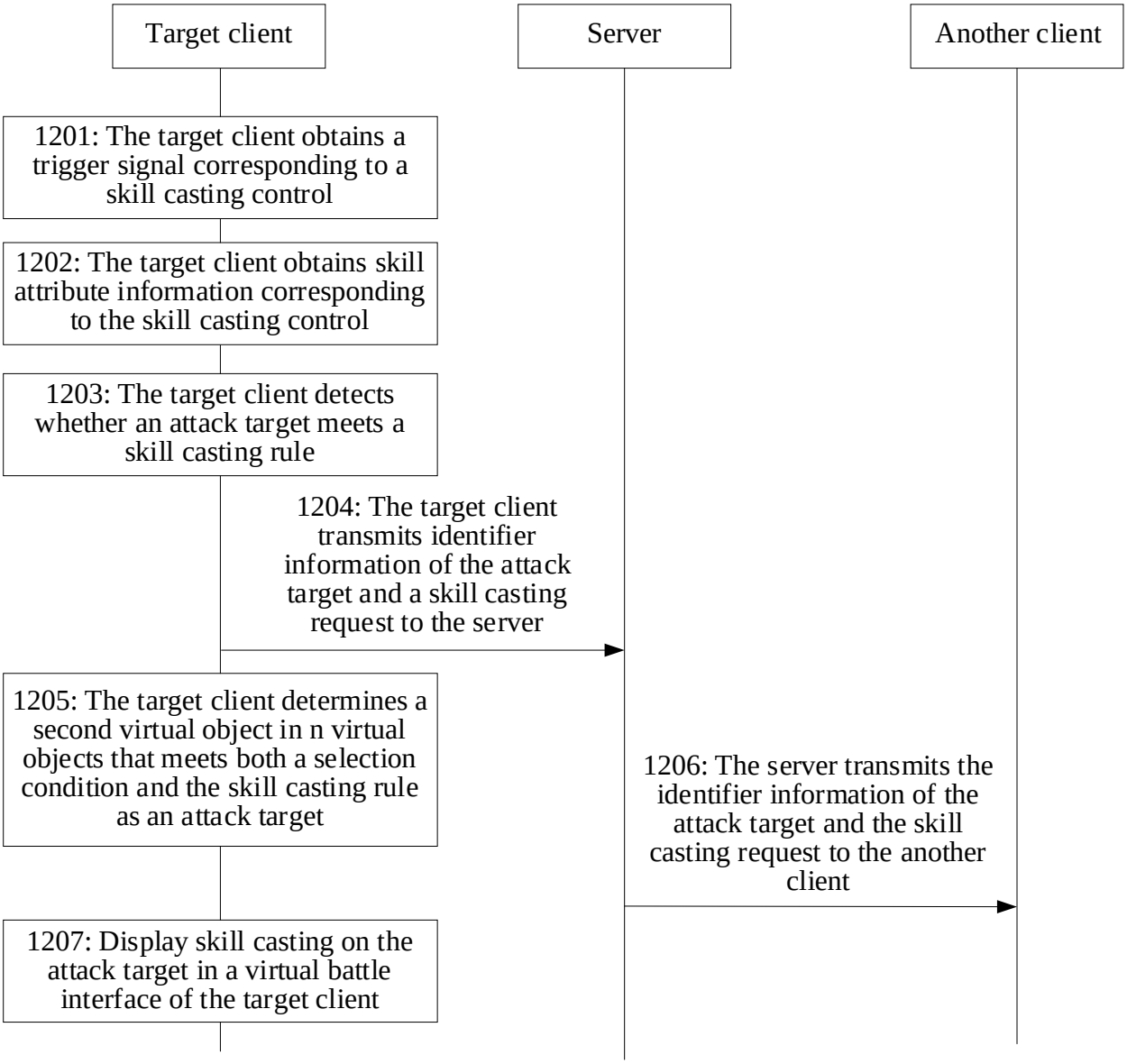

Target client
Server
Another client
1201: The target client obtains a trigger signal corresponding to a skill casting control
1202: The target client obtains skill attribute information corresponding to the skill casting control
1203: The target client detects whether an attack target meets a skill casting rule
1204: The target client transmits identifier information of the attack target and a skill casting request to the server
1205: The target client determines a second virtual object in n virtual objects that meets both a selection condition and the skill casting rule as an attack target
1206: The server transmits the identifier information of the attack target and the skill casting request to the another client
1207: Display skill casting on the attack target in a virtual battle interface of the target client

FIG. 12

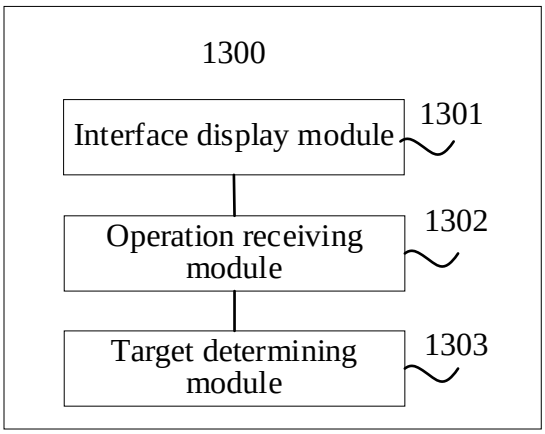

1300
Interface display module
1301
Operation receiving module
1302
Target determining module
1303

FIG. 13

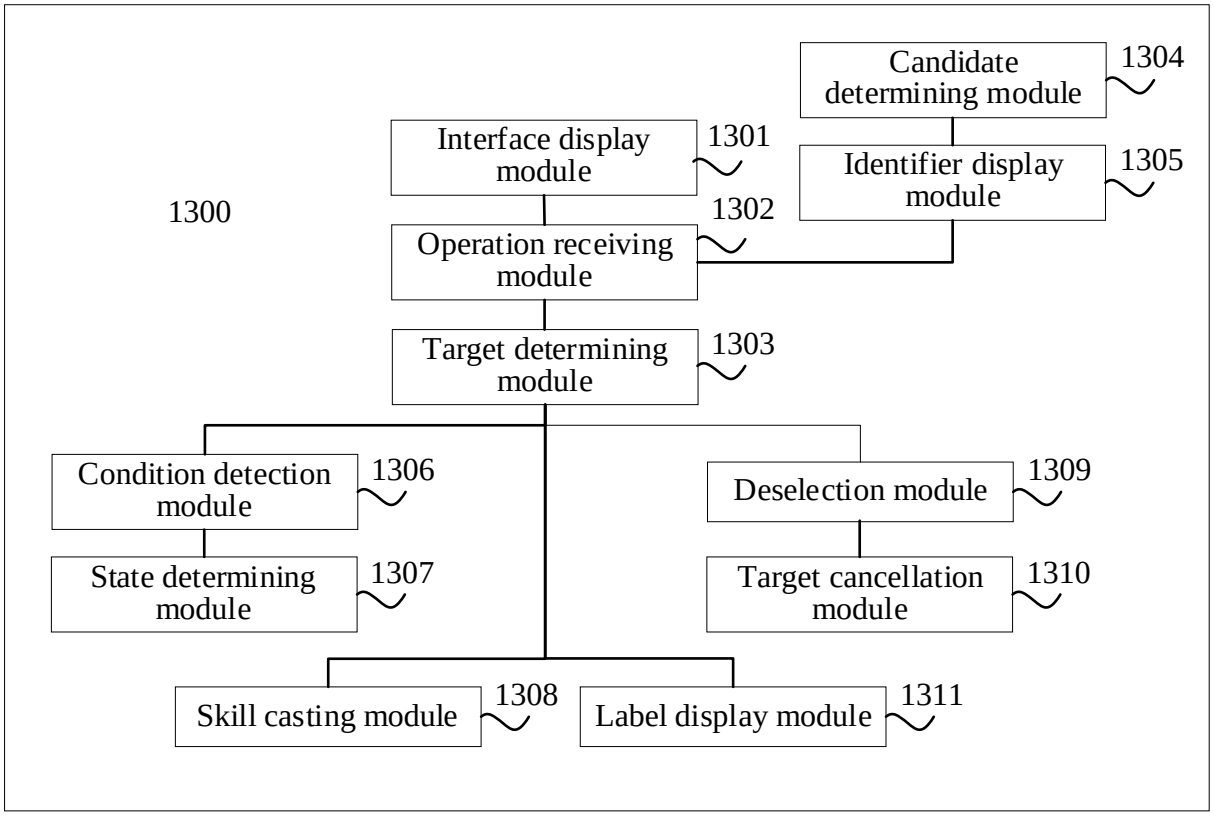

1300
Interface display module
1301
Operation receiving module
1302
Target determining module
1303
Candidate determining module
1304
Identifier display module
1305
Condition detection module
1306
State determining module
1307
Skill casting module
1308
Deselection module
1309
Target cancellation module
1310
Label display module
1311

FIG. 14

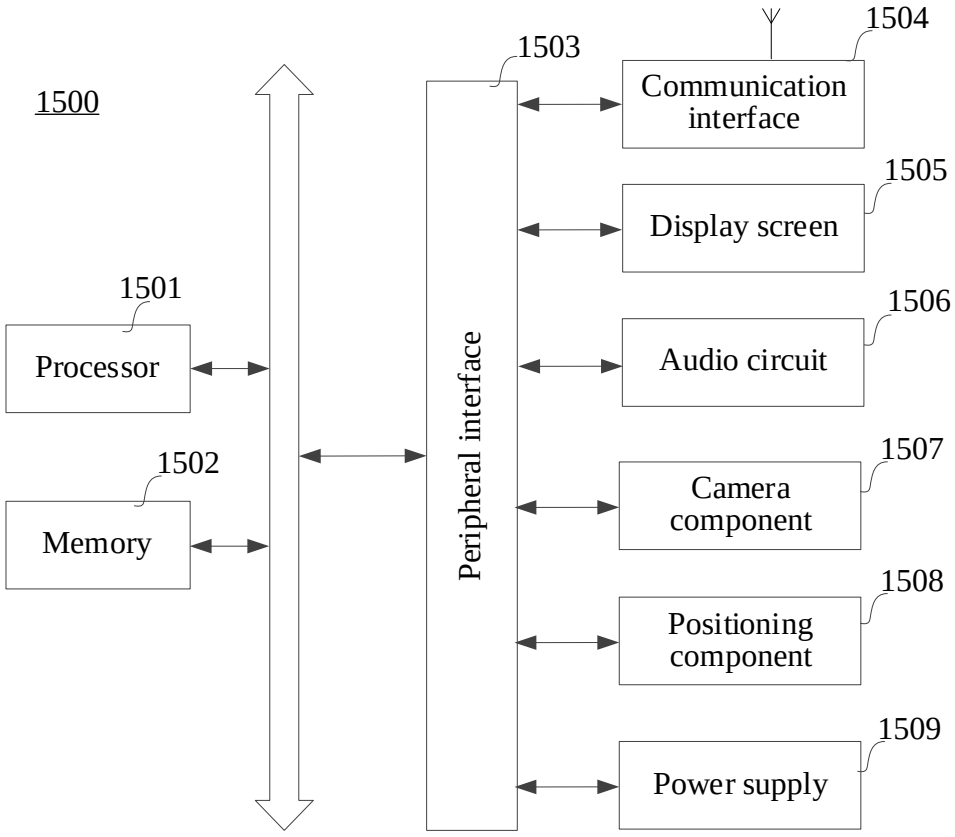

1500
1501
Processor
1502
Memory
1503
Peripheral interface
1504
Communication interface
1505
Display screen
1506
Audio circuit
1507
Camera component
1508
Positioning component
1509
Power supply

FIG. 15

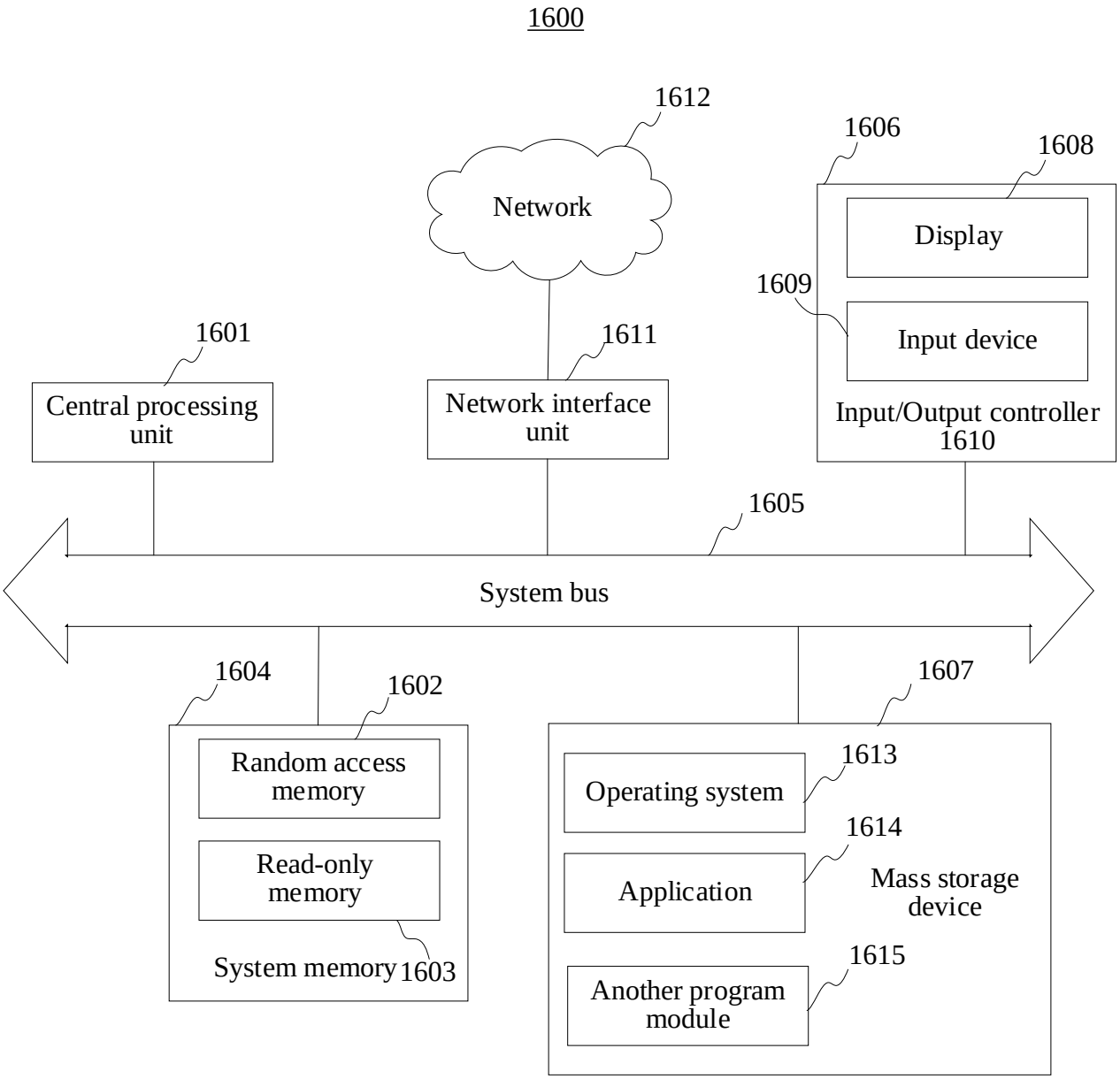

1600
1612
Network
1606
1608
Display
1609
Input device
Input/Output controller
1610
1601
Central processing
unit
1611
Network interface
unit
1605
System bus
1604
1602
Random access
memory
Read-only
memory
System memory
1603
1607
1613
Operating system
1614
Application
Mass storage
device
1615
Another program
module

FIG. 16