CLAIMS

What is claimed is:

1. A virtual prop obtaining method, performed by an electronic device, the method comprising:

displaying a virtual map on a man-machine interaction interface of the electronic device, the virtual map including a predetermined target area having a plurality of non-manipulative characters including a second virtual character, and the virtual map further including a non-target area, the predetermined target area being set for obtaining virtual props that enhance a weapon strength of a first virtual character;

controlling the first virtual character to enter, from the non-target area, into the predetermined target area in a game scene when a virtual prop obtaining instruction is detected;

in response to a determination that the first virtual character enters a sensing range of the second virtual character in the predetermined target area, causing the second virtual character to automatically wage an attack against the first virtual character, and causing the first virtual character to move at a speed higher than that of the second virtual character to increase a chance of the first virtual character killing the second virtual character, wherein the sensing range is a circular area having a second distance as a radius of the circular area and with the second virtual character located at a center of the circular area;

obtaining a shooting result of a shooting battle between the first virtual character and the second virtual character during running of a shooting task;

displaying a virtual prop at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death; and

adding the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance, further comprising:

disposing a first collision box around the first virtual character and a second collision box around the virtual prop, respectively, in the virtual map; and

causing the first virtual character to pick up the virtual prop when the first collision box comes into contact with the second collision box in the virtual map.

2. The method according to claim 1, wherein the obtaining a shooting result of a shooting

battle between the first virtual character and the second virtual character comprises:

obtaining a distance between the first virtual character and the second virtual character; and

determining that the shooting battle is performed between the first virtual character and the second virtual character and obtaining the shooting result of the shooting battle between the first virtual character and the second virtual character when the distance is less than the second distance or a shooting instruction triggered by the first virtual character to the second virtual character is detected.

3. The method according to claim 2, wherein the obtaining a distance between the first virtual character and the second virtual character comprises:

obtaining the distance between the first virtual character and the second virtual character in a case of detecting that the first virtual character enters the predetermined target area, the predetermined target area being a designated area on the virtual map where the shooting task is run.

4. The method according to claim 1, wherein after the displaying a virtual prop at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death, the method further comprises:

starting a timer when the virtual prop is displayed, to obtain a timed time; and

the adding the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance comprises:

adding the virtual prop to the prop storage space corresponding to the first virtual character and stopping the timer when the distance between the first virtual character and the virtual prop is less than the first distance and the timed time is less than a target time period.

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

controlling the virtual prop to disappear when the timed time is greater than the target time period.

6. The method according to claim 1, wherein after the displaying a virtual prop at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death, the method further comprises:

displaying attribute information of the virtual prop at an area matching a position of the virtual prop when the distance between the first virtual character and the virtual prop is less than

a third distance; and

the adding the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance comprises:

adding the virtual prop to the prop storage space corresponding to the first virtual character when a confirmation instruction for the attribute information is received and the distance between the first virtual character and the virtual prop is less than the first distance.

7. The method according to any one of claims 1 to 6, wherein after the adding the virtual prop to the prop storage space corresponding to the first virtual character, the method further comprises:

equipping the first virtual character in an equipping mode corresponding to the virtual prop when an equipping instruction for the virtual prop is detected.

8. The method according to any one of claims 1 to 6, wherein a prop level of the virtual prop displayed after the second virtual character is shot to death is higher than a prop level of a virtual prop in the non-target area.

9. The method according to any one of claims 1 to 6, further comprising:

regenerating a second virtual character at a random location in the target area after the second virtual character is killed by the first virtual character.

10. A virtual prop obtaining device, comprising:

a first displaying unit, configured to display a virtual map on a man-machine interaction interface of the electronic device, the virtual map including a predetermined target area having a plurality of non-manipulative characters including a second virtual character, and the virtual map further including a non-target area, the predetermined target area being set for obtaining virtual props that enhance a weapon strength of a first virtual character;

a control unit, configured to control the first virtual character to enter, from the non-target area, into the predetermined target area in a game scene when a virtual prop obtaining instruction is detected; in response to a determination that the first virtual character enters a sensing range of the second virtual character in the target area, cause the second virtual character to automatically wage an attack against the first virtual character, and cause the first virtual character to move at a speed higher than that of the second virtual character to increase a chance of the first virtual character killing the second virtual character, wherein the sensing range is a circular area having

a second distance as a radius of the circular area and with the second virtual character located at a center of the circular area;

an obtaining unit, configured to obtain a shooting result of a shooting battle between the first virtual character and the second virtual character during running of a shooting task;

a second display unit, configured to display a virtual prop at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death, a prop level of the virtual prop being higher than a prop level of a virtual prop in a non-target area; and

a determining unit, configured to add the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance, wherein the adding comprises: disposing a first collision box around the first virtual character and a second collision box around the virtual prop, respectively, in the virtual map; and causing the first virtual character to pick up the virtual prop when the first collision box comes into contact with the second collision box in the virtual map.

11. The device according to claim 10, wherein the obtaining unit being configured to obtain a shooting result of a shooting battle between the first virtual character and the second virtual character further comprises:

the obtaining unit being configured to obtain a distance between the first virtual character and the second virtual character; and determine that the shooting battle is performed between the first virtual character and the second virtual character and obtain the shooting result of the shooting battle between the first virtual character and the second virtual character when the distance is less than the second distance or a shooting instruction triggered by the first virtual character to the second virtual character is detected.

12. The device according to claim 11, wherein the obtaining unit being configured to obtain a distance between the first virtual character and the second virtual character further comprises:

the obtaining unit being configured to obtain the distance between the first virtual character and the second virtual character in a case of detecting that the first virtual character enters the predetermined target area, the predetermined target area being a designated area on the virtual map where the shooting task is run .

13. The device according to claim 10, further comprising:

a timing unit, configured to, after a virtual prop is displayed at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the

second virtual character to death, start a timer when the virtual prop is displayed, to obtain a timed time; and

the determining unit being configured to add the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance further comprising:

the determining unit being configured to add the virtual prop to the prop storage space corresponding to the first virtual character and stop the timer when the distance between the first virtual character and the virtual prop is less than the first distance and the timed time is less than a target time period.

14. The device according to claim 13, wherein the control unit is further configured to control the virtual prop to disappear when the timed time is greater than the target time period.

15. The device according to claim 10, further comprising:

a third display unit, configured to, after a virtual prop is displayed at an area matching a position of the second virtual character when the shooting result is that the first virtual character shot the second virtual character to death, display attribute information of the virtual prop at an area matching a position of the virtual prop when the distance between the first virtual character and the virtual prop is less than a third distance; and

the determining unit being configured to add the virtual prop to a prop storage space corresponding to the first virtual character when a distance between the first virtual character and the virtual prop is less than a first distance further comprising:

the determining unit being configured to add the virtual prop to the prop storage space corresponding to the first virtual character when a confirmation instruction for the attribute information is received and the distance between the first virtual character and the virtual prop is less than the first distance.

16. The device according to any one of claims 10 to 15, further comprising:

an equipping unit, configured to equip the first virtual character in an equipping mode corresponding to the virtual prop when an equipping instruction for the virtual prop is detected.

17. A storage medium, comprising stored programs, and the programs, when being executed, implement the method according to any one of claims 1 to 9.

18. An electronic device, comprising: a memory and a processor, wherein the memory storing computer programs, and the processor being configured to implement the method

according to any one of claims 1 to 9 through the computer programs.