CLAIMS

1. A virtual character selection method, performed by a terminal, and comprising:

displaying a character selection interface of a competitive battle, the character selection interface being a user interface used for selecting and displaying a virtual character participating in the competitive battle;

displaying a remaining duration of a character selection phase in the character selection interface; and

displaying character information of a first virtual character selected by a system for a first user in the character selection interface in response to the remaining duration being less than a first value and the first user not selecting a virtual character, wherein there is a character selection phase for at least one other user having a starting time and an ending time the same as a starting time and an ending time of the character selection phase for the first user; the at least one other user and the first user belong to a same camp in the competitive battle; and the character information of the first virtual character is displayed to the at least one other user, the first value being greater than 0.

2. The method according to claim 1, wherein the displaying character information of a first virtual character selected by a system for a first user in the character selection interface comprises:

determining the first virtual character selected by the system for the first user based on first reference information, wherein the first reference information comprises at least one of the following: character usage information of the first user and character selection information of the competitive battle, the character usage information of the first user being used for indicating historical usages of virtual characters by the first user, and the character selection information of the competitive battle being used for indicating virtual character selection of a second user participating in the competitive battle other than the first user; and

displaying the character information of the first virtual character in the character selection interface.

3. The method according to claim 2, wherein a process of selecting the first virtual character based on the first reference information is as follows:

determining at least one candidate virtual character according to the character usage information of the first user; and

selecting the first virtual character from the at least one candidate virtual character according

to the character selection information of the competitive battle.

4. The method according to claim 3, wherein the determining at least one candidate virtual character according to the character usage information of the first user comprises at least one of the following:

in response to the character usage information of the first user comprising quantities of historical usage times of the virtual characters by the first user, determining a virtual character having the quantity of historical usage times meeting a first sub-condition as the candidate virtual character;

in response to the character usage information of the first user comprising battle winning rates of the first user for the virtual characters, determining a virtual character having the battle winning rate meeting a second sub-condition as the candidate virtual character;

in response to the character usage information of the first user comprising usage proficiencies of the virtual characters by the first user, determining a virtual character having the usage proficiency meeting a third sub-condition as the candidate virtual character; and

in response to the character usage information of the first user comprising latest usage moments of the virtual characters by the first user, determining a virtual character having the latest usage moment meeting a fourth sub-condition as the candidate virtual character.

5. The method according to claim 3, wherein the selecting the first virtual character from the at least one candidate virtual character according to the character selection information of the competitive battle comprises:

determining a selected virtual character of the second user according to the character selection information of the competitive battle;

obtaining a matching indicator and/or a restraining indicator between each candidate virtual character and the selected virtual character, wherein the matching indicator is used for indicating a cooperation degree between the candidate virtual character and the selected virtual character in the competitive battle, and the restraining indicator is used for indicating a battle threat degree between the candidate virtual character and the selected virtual character in the competitive battle; and

determining the first virtual character from the at least one candidate virtual character according to the matching indicator and/or the restraining indicator.

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

displaying a prompt marker corresponding to the character information of the first virtual character in the character selection interface, the prompt marker being used for marking the first virtual character as a virtual character allocated by the system for the first user.

7. The method according to claim 1, wherein

the first user is allowed to change the first virtual character to another virtual character after the first virtual character is selected by the system;

or,

the first user is not allowed to change the first virtual character to another virtual character after the first virtual character is selected by the system.

8. The method according to claim 1, wherein after the displaying character information of a first virtual character selected by a system for a first user in the character selection interface, the method further comprises:

changing the first virtual character to a second virtual character in response to a change operation on the first virtual character; and

transmitting character change information to a client of a second user, the character change information being used for indicating that the first user changes the first virtual character to the second virtual character,

wherein the client of the second user is used for displaying a shortcut switching prompt, and the shortcut switching prompt is used for shortcut switching from a third virtual character selected by the second user to a fourth virtual character.

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

displaying skill information of a first battle entry skill selected by the system for the first user in the character selection interface in response to a remaining duration of a battle entry skill selection phase meeting a second condition and the first user not selecting a battle entry skill.

10. The method according to claim 9, wherein the displaying skill information of a first battle entry skill selected by the system for the first user in the character selection interface comprises:

determining the first battle entry skill selected by the system for the first user based on second reference information, the second reference information comprising at least one of the following: a type of the first virtual character, skill selection information of the first user, and skill selection information of the competitive battle, wherein the skill selection information of the first user is used

for indicating historical skill usages of the first user for the first virtual character, and the skill selection information of the competitive battle is used for indicating historical skill usages of all users for the first virtual character; and

displaying the skill information of the first battle entry skill in the character selection interface.

11. The method according to claim 1, wherein a client of a second user displays a shortcut switching prompt in the character selection interface after the first virtual character is selected by the system for the first user, the shortcut switching prompt being used for shortcut switching from a third virtual character selected by the second user to a fourth virtual character; and

the first user and the second user belong to a same camp in the competitive battle.

12. A virtual character selection apparatus, comprising:

an interface display module, configured to display a character selection interface of a competitive battle, the character selection interface being a user interface used for selecting and displaying a virtual character participating in the competitive battle;

a duration display module, configured to display a remaining duration of a character selection phase in the character selection interface; and

a character display module, configured to display character information of a first virtual character selected by a system for a first user in the character selection interface in response to the remaining duration being less than a first value and the first user not selecting a virtual character, wherein there is a character selection phase for at least one other user having a starting time and an ending time the same as a starting time and an ending time of the character selection phase for the first user; and the at least one other user and the first user belong to a same camp in the competitive battle; the character information of the first virtual character is displayed to the at least one other user, the first value being greater than 0.

13. A terminal, comprising a processor and a memory, the memory storing a computer program, and the computer program being loaded and executed by the processor to implement the virtual character selection method according to any one of claims 1 to 11.

14. A computer readable storage medium having stored thereon a computer program that when loaded and executed by a processor, implements the virtual character selection method according to any one of claims 1 to 11.

15. A computer program product, comprising computer instructions, the computer instructions

being stored in a computer readable storage medium, and a processor reading and executing the computer instructions from the computer readable storage medium to implement the virtual character selection method according to any one of claims 1 to 11.