CLAIMS

1. An attribute value restoration method, ~~applied to~~ performed by at least one processor of an electronic device, ~~and~~the method comprising:

obtaining, with respect to a virtual scene of a game application executed on a client, a current attribute value of a life attribute of a first object in ~~a~~the virtual scene displayed by ~~a~~the client;

~~controlling an attribute value of a target attribute of the first object to start to decrease in a case~~based on a determination that the current attribute value is a first threshold, performing the following:

playing, on the client, a screen of the virtual scene in which the first object switches from a first posture to a second posture, the second posture being different from the first posture; and

controlling a target attribute of the first object to become effective, the target attribute ~~being used for instructing to restore an~~having an attribute value in a preset range, and controlling the attribute value of the ~~life~~target attribute ~~by triggering a target operation by using the client;~~to start to decrease in the preset range; and

restoring the attribute value of the life attribute of the first object to a third threshold based on a determination that ~~the target operation triggered by using the client is completed before the attribute value of the target attribute decreases to a second threshold, the third threshold being greater than the first threshold.~~

~~2. The method according to claim 1, wherein the restoring the attribute value of the life attribute of the first object to a third threshold based on a determination that the~~a target operation triggered by using the client is completed before the attribute value of the target attribute decreases to a second threshold ~~comprises:~~in the preset range, the third threshold being greater than the first threshold.

2. The method according to claim 1, wherein the restoring comprises:

detecting an operation triggered by using the client; and

restoring the attribute value of the life attribute of the first object to the third threshold based on a determination that the operation triggered by using the client is the target operation

and the target operation triggered by using the client is completed before the attribute value of the target attribute decreases to the second threshold.

3. The method according to claim 2, wherein ~~whether the operation triggered by using the client is~~ the target operation ~~is determined by~~comprises:

~~determining that the operation triggered by using the client is the target operation based on a determination that the operation triggered by using the client is~~ an operation that is triggered in an interface of the client and that is indicated by the target attribute; and/or

~~determining that the operation triggered by using the client is the target operation based on a determination that the operation triggered by using the client is~~ an attack operation of the first object on a second object in the virtual scene, the second object being different from the first object.

4. The method according to claim 3, further comprising, during or after the detecting the operation triggered by using the client:

providing feedback on the client for the target operation based on a determination that the operation triggered by using the client is the operation that is triggered in the interface of the client and that is indicated by the target attribute.

5. The method according to claim 4, wherein the providing feedback ~~on the client for the target operation~~ comprises at least one of the following:

playing a feedback screen corresponding to the target operation on the client;

playing a feedback sound corresponding to the target operation on the client; and

vibrating in a vibration manner corresponding to the target operation.

6. The method according to claim 3, further comprising, during or after the detecting the operation triggered by using the client:

playing, on the client, a screen of performing the attack operation by the first object on the second object based on a determination that the operation triggered by using the client is the attack operation of the first object on the second object in the virtual scene.

7. The method according to claim 6, further comprising:

transmitting an item identifier of a first item to a server before the detecting the operation triggered by using the client, ~~wherein the server is configured to switch~~ an item currently used by the first object being switched to the first item according to the ~~received~~ item identifier of

the first item transmitted to the server; and/or

based on the determination that the target operation triggered by using the client is completed before the attribute value of the target attribute decreases to the second threshold, transmitting, to the server, an item identifier of a second item to be used by the first object after switching ~~of~~from the first item, ~~wherein~~ the ~~server is configured to switch a~~ first item currently used ~~item~~ being switched to the second item according to the ~~received~~ item identifier of the second item transmitted to the server.

~~8. The method according to any one of claims 1 to 7, further comprising, in a case that the current attribute value is the first threshold:~~

~~playing, on the client, a screen in which the first object switches from a first posture to a second posture, wherein the first posture is a posture of the first object before the attribute value of the life attribute decreases to the first threshold, and the second posture is a state that is associated with a case that the attribute value of the life attribute is the first threshold.~~

~~9~~8. The method according to claim ~~8~~1, further comprising, based on the determination that the target operation triggered by using the client is completed before the attribute value of the target attribute decreases to the second threshold:

playing, on the client, a screen in which the first object returns to the first posture from the second posture.

~~10~~9. The method according to ~~any one of claims~~claim 1 ~~to 7~~, wherein the controlling the attribute value of the target attribute of the first object to start to decrease in the preset range comprises:

decreasing the attribute value of the target attribute of the first object once every time period; and/or

decreasing, based on a detection of an attack operation of a third object on the first object in the virtual scene, the attribute value of the target attribute of the first object according to the attack operation.

~~11~~10. The method according to ~~any one of claims~~claim 1 ~~to 7~~, further comprising, ~~in a case~~based on the determination that the current attribute value is the first threshold, performing at least one of the following:

~~setting~~restricting a movable area of the first object ~~to a target sub-area in~~than a target area, wherein the target area is an area in which the first object is allowed to move in the virtual

scene before the attribute value of the life attribute decreases to the first threshold~~, and the target sub-area is a sub-area in which the first object is currently located in the target area~~;

setting an executable action of the first object to a target action in an action set, wherein the action set comprises a plurality of actions that the first object is allowed to execute before the attribute value of the life attribute decreases to the first threshold, and the target action is ~~an action that is in the action set and that is associated with a case that the attribute value of the life attribute is the first threshold~~a subset of the action set; and

setting a usable item of the first object to a target item in an item set, wherein the item set comprises a plurality of items that the first object is allowed to use before the attribute value of the life attribute decreases to the first threshold, and the target item is ~~an item that is in the item set and that is associated with the case that the attribute value of the life attribute is the first threshold~~a subset of the item set.

~~12~~11. The method according to claim ~~11, further comprising, based on a determination that~~10, the ~~target operation triggered by using the client is completed before the attribute value of the target attribute decreases to the second threshold, performing~~restoring comprises at least one of the following:

restoring the movable area of the first object to all sub-areas in the target area;

restoring the executable action of the first object to the plurality of actions in the action set; and

restoring the usable item of the first object to the plurality of items in the item set.

~~13~~12. The method according to ~~any one of claims~~claim 1~~ to 7~~, further comprising~~, after the controlling an attribute value of a target attribute of the first object to start to decrease~~:

~~in a case that the target operation is not triggered by the client until it is determined that the attribute value of the target attribute decreases to the second threshold, or~~ based on a determination that the target operation triggered by using the client is not completed before the attribute value of the target attribute decreases to the second threshold, controlling the first object to enter a death state~~ or a respawning state.~~.

13. An electronic device, comprising a memory, a processor, and a computer program that is stored in the memory, the computer program being executable by the processor to perform the method according to claim 1.

14. An attribute value restoration apparatus, comprising:

at least one memory configured to store program code; and

at least one processor configured to read the program code and operate as instructed by the program code, the program code comprising:

obtaining code configured to cause at least one of the at least one processor to obtain with respect to a virtual scene of a game application executed on a client, a current attribute value of a life attribute of a first object in the virtual scene displayed by the client;

control code configured to cause at least one of the at least one processor to, based on a determination that the current attribute value is a first threshold, perform the following:

playing, on the client, a screen of the virtual scene in which the first object switches from a first posture to a second posture, the second posture being different from the first posture; and

controlling a target attribute of the first object to become effective, the target attribute having an attribute value in a preset range, and control the attribute value of the target attribute to start to decrease in the preset range; and

restoration code configured to cause at least one of the at least one processor to restore the attribute value of the life attribute of the first object to a third threshold based on a determination that a target operation triggered by using the client is completed before the attribute value of the target attribute decreases to a second threshold in the preset range, the third threshold being greater than the first threshold.

~~an obtaining unit, configured to obtain a current attribute value of a life attribute of a first object in a virtual scene displayed by a client;~~

~~a control unit, configured to control an attribute value of a target attribute of the first object to decrease in a case that the current attribute value is a first threshold, the target attribute being used for instructing to restore an attribute value of the life attribute by triggering a target operation by using the client; anda restoration unit, configured to restore the attribute value of the life attribute of the first object to a third threshold based on a determination that the target operation triggered by using the client is completed before the attribute value of the target attribute decreases to a second threshold, the third threshold being greater than the first threshold.~~

~~15. A storage medium, comprising a program stored therein, the program, when run,~~

~~performing the method according to any one of claims 1 to 13.~~

~~16. An electronic device, comprising a memory, a processor, and a computer program that is stored in the memory, the computer program being executable by the processor to perform the method according to any one of claims 1 to 13.~~

~~17. A computer program product comprising instructions, the computer program product, when run on a computer, causing the computer to perform the method according to any one of claims 1 to 13.~~

15. The apparatus according to claim 14, wherein the target operation comprises:

an operation that is triggered in an interface of the client and that is indicated by the target attribute; and/or

an attack operation of the first object on a second object in the virtual scene, the second object being different from the first object.

16. The apparatus according to claim 14, wherein the control code is further configured to cause at least one of the at least one processor to:

decrease the attribute value of the target attribute of the first object once every time period; and/or

decrease, based on a detection of an attack operation of a third object on the first object in the virtual scene, the attribute value of the target attribute of the first object according to the attack operation.

17. The apparatus according to claim 14, wherein the program code further comprises setting code configured to cause at least one of the at least one processor to, based on the determination that the current attribute value is the first threshold, perform at least one of the following:

restricting a movable area of the first object than a target area, wherein the target area is an area in which the first object is allowed to move in the virtual scene before the attribute value of the life attribute decreases to the first threshold;

setting an executable action of the first object to a target action in an action set, wherein the action set comprises a plurality of actions that the first object is allowed to execute before the attribute value of the life attribute decreases to the first threshold, and the target action is a subset of the action set; and

setting a usable item of the first object to a target item in an item set, wherein the item set comprises a plurality of items that the first object is allowed to use before the attribute value of the life attribute decreases to the first threshold, and the target item is a subset of the item set.

18. A non-transitory computer-readable storage medium, comprising a program stored therein, the program being executable by at least one processor to perform:

obtaining, with respect to a virtual scene of a game application executed on a client, a current attribute value of a life attribute of a first object in the virtual scene displayed by the client;

based on a determination that the current attribute value is a first threshold, performing the following:

playing, on the client, a screen of the virtual scene in which the first object switches from a first posture to a second posture, the second posture being different from the first posture; and

controlling a target attribute of the first object to become effective, the target attribute having an attribute value in a preset range, and controlling the attribute value of the target attribute to start to decrease in the preset range; and

restoring the attribute value of the life attribute of the first object to a third threshold based on a determination that a target operation triggered by using the client is completed before the attribute value of the target attribute decreases to a second threshold in the preset range, the third threshold being greater than the first threshold.