

ABSTRACT

An interactive plot implementation method, a device, a computer apparatus, and a storage medium. The method comprises: displaying a game plot structure interface (101); receiving a plot jumping instruction triggered by a player via the game plot structure interface (102); determining, according to the plot jumping instruction, a start-game plot block and a target readable game plot block to be jumped to (103); if the start-game plot block is on a target game plot path, determining whether start-game plot path data stored in the start-game plot block is connected with target game plot path data in terms of a game logic (104); if so, updating the target game plot path data according to the start-game plot path data (105); and entering a game plot corresponding to the target readable game plot block according to the updated target game plot path data (106).

FIG. 1b