

ABSTRACT

An action execution method and device, a storage medium and an electronic device. Said method comprises: in the process of running one round of game, in cases where a target object controlled by a client completes one action combination, setting the button state of a first virtual button as a touch-enabled state, the button state of the first virtual button being set as a touch-enabled state, the first virtual button being used to trigger an acceleration operation performed on the target object (S202); detecting a first touch operation performed on the first virtual button in the touch-enabled state (S204); upon detection of the first touch operation, controlling the target object to perform the acceleration operation, and detecting, in a target time period, a second touch operation performed on a control button which is used to control the target object to execute a target action (S206); and upon detection of the second touch operation in the target time period, controlling the target object to execute the target action in the process of performing the acceleration operation (S208). The present invention solves the technical problem in the related art of a high error rate in executing an action.