

ABSTRACT

A control method and device for a virtual operating object, a storage medium, and an electronic device. The control method comprising: when a distance between a first virtual operating object and a virtual obstacle in a target game application is less than or equal to a first predetermined distance threshold, acquiring a first virtual resource transfer operation, the first virtual operating object being located in a first virtual area of the target game application, the first virtual obstacle being in a locked state, and, when in the locked state, the first virtual obstacle being configured to stop the first virtual operating object from moving to a second virtual area of the target game application; in response to the first virtual resource transfer operation, transferring a first predetermined number of virtual resources from a virtual resource set with which the first operating object is currently provided, and switching a state of the first virtual object from the locked state to an unlocked state; and, insofar as a first control operation is acquired, controlling the first virtual operation object to move from the first virtual area to the second virtual area.

Fig. 2