

ABSTRACT

An artificial intelligence-based virtual racing car control method and apparatus, a storage medium and a device. The method comprises: when running a racing game on a client to which a first account is logged on, the client controlling a first virtual racing car of the first account to move in a virtual map of the racing game (S202); in the situation in which the first virtual racing car collides with a second virtual racing car in the virtual map, displaying on the client the durability score of the second virtual racing car being reduced (S204); and when the durability score of the second virtual racing car is a preset threshold, displaying on the client that the second virtual racing car has finished the racing game (S206). The described method does not require the second virtual racing car or the first virtual racing car to run to a pre-configured end point to end a racing game, thereby improving the efficiency of the second virtual racing car ending a current virtual game.

FIG. 2