CLAIMS

1. A virtual object control method, performed by a terminal, the method comprising:

displaying a virtual scene interface, the virtual scene interface comprising a first virtual object, at least two second virtual objects, and at least two skill controls, the first virtual object and the second virtual objects being located in a virtual scene, and the skill controls being configured to control the first virtual object to cast skills;

determining, in response to a first trigger operation on a first skill control, a target virtual object from the at least two second virtual objects and according to the first trigger operation, and controlling the first virtual object to cast a first skill on the target virtual object, a skill flow being used for controlling a cast procedure of the first skill, and the cast procedure of the first skill comprising a skill casting preparation stage, a skill casting stage, and a skill casting ending stage;

determining a duration of a target inheritance period corresponding to the target virtual object according to a first duration of the skill casting preparation stage and a second duration of the skill casting stage, and determining the target inheritance period according to a start execution time of the skill flow and the duration, the target inheritance period being a valid period for a second skill to inherit the target virtual object, and a second skill casting range of the second skill being larger than a first skill casting range of the first skill;

receiving a trigger operation on a second skill control, and determining, in response to the trigger operation on the second skill control belonging to a second trigger operation, and a triggered time of the second trigger operation being in the target inheritance period, that the second trigger operation meets a skill continuous casting condition, and determining the target virtual object as a skill casting target corresponding to the second skill;

determining, in response to the trigger operation on the second skill control belonging to a second trigger operation, and a triggered time of the second trigger operation being in the skill casting ending stage of the first skill, that the second trigger operation does not meet the skill continuous casting condition; and

controlling the first virtual object to cast the second skill on the target virtual object.

2. The method according to claim 1, wherein the second skill control comprises an automatic control region and an active control region, the automatic control region being used for triggering a terminal to determine a skill casting target, direction, or range, and the active control region being

used for triggering a user to select a skill casting target, direction, or range; and

after the receiving a trigger operation on the second skill control, the method further comprises:

determining, in response to a touch end position corresponding to the trigger operation on the second skill control being located in the automatic control region, that the trigger operation on the second skill control belongs to the second trigger operation.

3. The method according to claim 1 or 2, wherein the determining the target virtual object as a skill casting target corresponding to the second skill comprises:

obtaining the second skill casting range and a skill casting rule of the second skill; and

determining the target virtual object as the skill casting target corresponding to the second skill in response to the target virtual object being located in the second skill casting range and the target virtual object meeting the skill casting rule.

4. The method according to claim 3, wherein the determining the target virtual object as the skill casting target corresponding to the second skill in response to the target virtual object being located in the second skill casting range and the target virtual object meeting the skill casting rule comprises:

determining the target virtual object as the skill casting target corresponding to the second skill in response to the target virtual object being located in the second skill casting range, the target virtual object meeting the skill casting rule, and a skill casting combination formed by the first skill and the second skill belonging to a skill combination list of the first virtual object, the skill combination list comprising at least one skill casting combination corresponding to the first virtual object, and the skill casting combination comprising at least two skills and a casting sequence between the skills.

5. The method according to claim 1 or 2, further comprising:

determining the skill casting target of the second skill from the at least two second virtual objects, according to the second trigger operation and a skill casting rule and the second skill casting range of the second skill, in response to the trigger operation on the second skill control not belonging to the second trigger operation.

6. The method according to claim 1 or 2, further comprising:

determining the skill casting target of the second skill from the at least two second virtual objects according to the second trigger operation and a skill casting rule and the second skill casting

range of the second skill in response to the triggered time of the second trigger operation being outside the target inheritance period.

7. The method according to claim 1 or 2, wherein the controlling the first virtual object to cast the second skill on the target virtual object comprises:

controlling the first virtual object to cast the second skill on the target virtual object in response to the second skill being a targeted skill, the targeted skill being a skill with a specified skill casting target.

8. The method according to claim 1 or 2, wherein the controlling the first virtual object to cast the second skill on the target virtual object comprises:

determining a relative direction of the target virtual object relative to the first virtual object in response to the second skill being a non-targeted skill; and controlling the first virtual object to cast the second skill according to the relative direction.

9. The method according to claim 1 or 2, wherein the first skill control comprises an automatic control region and an active control region, the automatic control region being used for triggering a terminal to determine a skill casting target, direction, or range, and the active control region being used for triggering a user to select a skill casting target, direction, or range; and

the controlling the first virtual object to cast a first skill on the target virtual object comprises:

determining the target virtual object according to a target automatic searching rule corresponding to the first skill and in response to the first skill being a targeted skill or a non-targeted skill and a touch end position of the first trigger operation being located in the automatic control region, and casting the first skill.

10. The method according to claim 1 or 2, wherein the first skill control comprises an automatic control region and an active control region, the automatic control region being used for triggering a terminal to determine a skill casting target, direction, or range, and the active control region being used for triggering a user to select a skill casting target, direction, or range; and

the controlling the first virtual object to cast a first skill on the target virtual object comprises:

determining a second virtual object corresponding to a touch end position of the first trigger operation as the target virtual object in response to the first skill being a targeted skill and the touch end position of the first trigger operation being located in the active control region, and casting the first skill.

11. A virtual object control apparatus, comprising:

a display module, configured to display a virtual scene interface, the virtual scene interface comprising a first virtual object, at least two second virtual objects, and at least two skill controls, the first virtual object and the second virtual objects being located in a virtual scene, and the skill controls being configured to control the first virtual object to cast skills;

a first control module, configured to: determine, in response to a first trigger operation on a first skill control, a target virtual object from the at least two second virtual objects and according to the first trigger operation, and control the first virtual object to cast a first skill on the target virtual object, a skill flow being used for controlling a cast procedure of the first skill, and the cast procedure of the first skill comprising a skill casting preparation stage, a skill casting stage, and a skill casting ending stage;

a first determining module, configured to determine a duration of a target inheritance period corresponding to the target virtual object according to a first duration of the skill casting preparation stage and a second duration of the skill casting stage, and determine the target inheritance period according to a start execution time of the skill flow and the duration, the target inheritance period being a valid period for a second skill to inherit the target virtual object, and a second skill casting range of the second skill being larger than a first skill casting range of the first skill; receive a trigger operation on a second skill control, and determine, in response to the trigger operation on the second skill control belonging to a second trigger operation, and a triggered time of the second trigger operation being in the target inheritance period, that the second trigger operation meets a skill continuous casting condition, and determine the target virtual object as a skill casting target corresponding to the second skill; determine, in response to the trigger operation on the second skill control belonging to a second trigger operation, and a triggered time of the second trigger operation being in the skill casting ending stage of the first skill, that the second trigger operation does not meet the skill continuous casting condition; and

a second control module, configured to control the first virtual object to cast the second skill on the target virtual object.

12. A terminal, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to implement the virtual object control method according to any one of claims 1 to 10.

13. A computer-readable storage medium, storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by a processor to implement the virtual object control

method according to any one of claims 1 to 10.