Claims

1. A method for selecting a virtual object on a user interface of a terminal, performed by the terminal, comprising:

displaying a user interface, wherein the user interface comprises a display screen corresponding to a virtual environment, and further comprises a first virtual object located in the virtual environment;

obtaining a predefined execution area of a first operation of the first virtual object within the virtual environment;

obtaining a visible boundary scope of the virtual environment, wherein virtual objects that reside in the visible boundary scope are visible on the user interface;

when a portion of the predefined execution area is outside the visible boundary scope, identifying an intersection area of the predefined execution area and the visible boundary scope as an effective execution area of the first operation; and

determining, based on the effective execution area, a target virtual object.

2. The method according to claim 1, wherein the obtaining the visible boundary scope of the virtual environment comprises:

processing a three-dimensional visual representation of the virtual environment;

obtaining a two-dimensional visual representation of the virtual environment by the processing of the three-dimensional visual representation;

obtaining, from the two-dimensional visual representation, coordinates of feature points of the visible boundary scope within the virtual environment; and

obtaining, based on the coordinates of the feature points, the visible boundary scope.

3. The method according to claim 2, wherein the obtaining the coordinates of the feature points of the visible boundary scope within the virtual environment comprises:

obtaining, based on parameters of a virtual camera, coordinates of the feature points of the visible boundary scope within the virtual environment;

wherein the parameters comprise a location parameter and a rotation parameter, the location parameter is configured to determine the location of the virtual camera in the virtual environment, the rotation parameter is configured to determine a shooting angle

value of the virtual camera in the virtual environment.

4. The method according to claim 3, wherein the obtaining the coordinates of the feature points of the visible boundary scope within the virtual environment, based on the parameters of the virtual camera, comprises:

adjusting, based on screen parameters, the parameters of the virtual camera;

obtaining the location parameter and the rotation parameter of the virtual camera, by the process of the adjustments, wherein the screen parameters comprise parameters of screen size and screen resolution; and

obtaining, based on the location parameter and the rotation parameter, the coordinates of the feature points of the visible boundary scope within the virtual environment.

5. The method according to claim 1, wherein the obtaining the predefined execution area of the first operation of the first virtual object in the virtual environment comprises:

obtaining location information of the first virtual object within the virtual environment; and,

determining, based on the location information and a predefined execution distance of the first operation, the predefined execution area of the first operation in the virtual environment.

6. The method according to claim 1, wherein determining the target virtual object based on the effective execution area comprises:

determining a second virtual object within the effective execution area as a candidate virtual object;

selecting the target virtual object from one or more candidate virtual object based on an object selection criteria.

7. The method according to claim 6, wherein the visible boundary scope is a trapezoidal area enclosed by a first edge, a second edge, a third edge and a fourth edge, the first edge is parallel to the third edge, and the method further comprises:

obtaining location information of the second virtual object in the predefined execution area;

when the location information of the second virtual object is located between the first

edge and the third edge, determining that the second virtual object meets a first requirement;

when the location information of the second virtual object is between the second edge and the fourth edge, determining that the second virtual object meets a second requirement;

when the second virtual object meets the first requirement and the second requirement, determining that the second virtual object is located in the effective execution area.

8. The method according to claim 6, wherein the determining the second virtual object in the effective execution area as the candidate virtual object comprises:

when the first operation is identified as an attack operation, identifying a virtual object, which belongs to a different camp from the first virtual object, in the effective execution area as the candidate virtual object.

9. The method according to claim 6, wherein determining the second virtual object in the effective execution area as the candidate virtual object comprises:

when the first operation is identified as a gain operation, identifying a virtual object which belongs to the same camp with the first virtual object, in the effective execution area as the candidate virtual object.

10. An apparatus for selecting a virtual object on a user interface of a terminal, comprising:

an interface display module, configured to display a user interface, wherein the user interface comprises a display screen corresponding to a virtual environment, and further comprises a first virtual object located in the virtual environment;

a scope obtaining module, configured to obtain a predefined execution area of a first operation of the first virtual object within the virtual environment;

a boundary obtaining module, configured to obtain a visible boundary scope of the virtual environment, wherein virtual objects that reside in the visible boundary scope are visible on the user interface;

a scope determining module, configured to, when a portion of the predefined execution area is outside the visible boundary scope, identify an intersection area of the predefined execution area and the visible boundary scope as an effective execution area of the first operation; and,

an object determining module, configured to determine, based on the effective execution area, a target virtual object.

11. The apparatus according to claim 10, wherein the boundary obtaining module comprises a two-dimensional obtaining unit, a coordinate obtaining unit and a boundary obtaining unit;

the two-dimensional obtaining unit is configured to process a three-dimensional visual representation of the virtual environment, obtain a two-dimensional visual representation of the virtual environment by the processing of the three-dimensional visual representation;

the coordinate obtaining unit is configured to obtain, from the two-dimensional visual representation of the virtual environment, coordinates of feature points of the visible boundary scope within the virtual environment; and,

the boundary obtaining unit is configured to obtain, based on the coordinates of the feature points within the virtual environment, the visible boundary scope.

12. The apparatus according to claim 11, wherein the boundary obtaining unit comprises a coordinate obtaining subunit,

the coordinate obtaining subunit is configured to obtain, based on parameters of a virtual camera, coordinates of the feature points of the visible boundary scope within the virtual environment,;

wherein the parameters comprise a location parameter and a rotation parameter, the location parameter is configured to determine the location of the virtual camera in the virtual environment, the rotation parameter is configured to determine a shooting angle value of the virtual camera in the virtual environment.

13. A terminal, comprising a processor and a memory, wherein the memory stores at least one instruction, at least one program, a code set or an instruction set, when being loaded and executed by the processor, causing the processor to perform the method for selecting a virtual object according to any of claims 1, 3 to 10.

14. A computer readable storage medium, wherein the computer readable storage medium stores at least one instruction, at least one program, a code set or an instruction set, when being loaded and processed by a processor, causing the processor to perform the

method for selecting a virtual object according to any of claims 1, 3 to 10.