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(54) Title: VIRTUAL PROP OBTAINING METHOD AND DEVICE, STORAGE MEDIUM, AND ELECTRONIC DEVICE

(54) 发明名称: 虚拟道具获取方法、装置、存储介质及电子装置

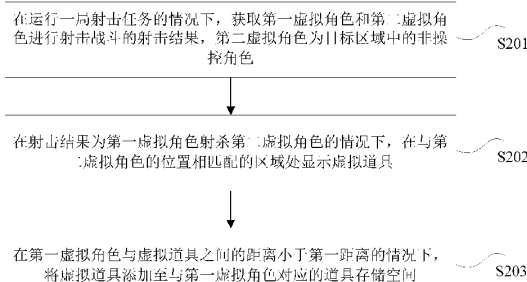


图 2

- S201 Under the condition that a shooting task is operated, obtain a shooting result of shooting fighting of a first virtual character and a second virtual character, the second virtual character being a non-control character in a target area
- S202 Under the condition that the shooting result shows that the first virtual character shoots the second virtual character, display a virtual prop in an area matching the position of the second virtual character
- S203 Under the condition that a distance between the first virtual character and the virtual prop is smaller than a first distance, add the virtual prop to a prop storage space corresponding to the first virtual character

(57) Abstract: A virtual prop obtaining method and device, a storage medium, and an electronic device. The method comprises: under the condition that a shooting task is operated, obtaining a shooting result of shooting fighting of a first virtual character and a second virtual character, the second virtual character being a non-control character in a target area (S201); under the condition that the shooting result shows that the first virtual character shoots the second virtual character, displaying a virtual prop in an area matching the position of the second virtual character (S202), the prop level of the virtual prop being higher than that of the virtual prop in a non-target area;

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PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL,
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and under the condition that a distance between the first virtual character and the virtual prop is smaller than a first distance, adding the virtual prop to a prop storage space corresponding to the first virtual character (S203).

(57) 摘要: 一种虚拟道具获取方法、装置、存储介质及电子装置。该方法包括: 在运行一局射击任务的情况下, 获取第一虚拟角色和第二虚拟角色进行射击战斗的射击结果, 第二虚拟角色为目标区域中的非操控角色(S201); 在射击结果为第一虚拟角色射杀第二虚拟角色的情况下, 在与第二虚拟角色的位置相匹配的区域处显示虚拟道具(S202), 虚拟道具的道具等级高于非目标区域中的虚拟道具的道具等级; 在第一虚拟角色与虚拟道具之间的距离小于第一距离的情况下, 将虚拟道具添加至与第一虚拟角色对应的道具存储空间(S203)。