CLAIMS

1. An interaction processing method for a virtual scene, the method being performed by an electronic device, and the method comprising:

displaying, on an interface of the virtual scene, a first virtual object carrying a virtual vehicle;

controlling, in response to a movement control operation, the first virtual object to move with assistance of the virtual vehicle, a movement range of the first virtual object carrying the virtual vehicle being larger than a movement range of the first virtual object not carrying the virtual vehicle;

activating, in response to a target virtual entity that is within the movement range of the first virtual object satisfying an activation condition, the target virtual entity in a movement process of the first virtual object, and controlling the target virtual entity to chase a second virtual object; and

controlling, in response to the target virtual entity catching the second virtual object, the target virtual entity to release a virtual skill to the second virtual object and change a state of the second virtual object.

2. The method according to claim 1, wherein the activation condition comprises any one of the following:

a distance between the target virtual entity and the first virtual object is less than a first distance threshold;

a touch operation performed by the first virtual object on the target virtual entity is received;

a first placement operation for a target item combination is received, the target item combination being obtained by combining a plurality of virtual items in a preset combining manner and being configured for activating the target virtual entity;

a second placement operation for a virtual activation prop is received, the second placement operation instructing the virtual activation prop to be placed at an associated position of the target virtual entity;

a third placement operation for a virtual activation trigger is received, the third placement operation instructing a virtual activation item to be placed at the virtual activation trigger, or instructing the virtual activation trigger to be placed at the associated position of the target virtual entity; and

a connection operation for a virtual connected item is received, the connection operation

instructing the virtual connected item to be connected to the target virtual entity.

3. The method according to any one of claims 1 to 2, wherein the controlling, in response to a movement control operation, the first virtual object to move with assistance of the virtual vehicle comprises:

controlling, in response to the movement control operation and when a jumping condition is satisfied, the first virtual object to leave the virtual vehicle with the assistance of the virtual vehicle and perform a jumping action along a preset jumping trajectory; and

controlling, in response to completion of the jumping action, the first virtual object to descend to the virtual vehicle and continue to move with the virtual vehicle,

the jumping condition comprising any one of the following: a trigger operation for a jumping control is received; the first virtual object moves to a target region upon touching a ground; and a matching degree between the target region and the jumping action exceeds a matching degree threshold.

4. The method according to any one of claims 1 to 3, wherein the method further comprises:

controlling, in a process in which the first virtual object performs the jumping action, the virtual vehicle to move with a preset action, and controlling, when the first virtual object lands, the virtual vehicle to move to a target position,

wherein a distance between the target position and a landing position of the first virtual object is less than a second distance threshold, and the second distance threshold is a maximum distance for controlling the first virtual object to smoothly return from the landing position to the virtual vehicle located at the target position.

5. The method according to any one of claims 1 to 4, wherein the controlling the target virtual entity to chase a second virtual object comprises:

controlling, in response to at least two target virtual physical bodies being provided, the at least two target virtual physical bodies to chase the same second virtual object; and

the controlling, in response to the target virtual entity catching the second virtual object, the target virtual entity to release a virtual skill to the second virtual object and change a state of the second virtual object comprises:

controlling, in response to the target virtual physical bodies catching the second virtual object, the target virtual physical bodies to release corresponding virtual skills to the second virtual object and change a target type of the state of the second virtual object, the target type corresponding to the

virtual skills released by the target virtual physical bodies,

wherein in a case that the virtual skills released by the target virtual physical bodies are configured for changing the same type of the state of the second virtual object, a total variation applied by the at least two target virtual physical bodies to the target type of the state of the second virtual object is the same as a sum of component variations applied by the target virtual physical bodies to the target type of the state of the second virtual object, or the total variation is greater than the sum of the component variations.

6. The method according to any one of claims 1 to 6, wherein the controlling the target virtual entity to chase a second virtual object comprises:

determining, in response to at least two second virtual objects being provided, matching degrees between the target virtual entity and the second virtual objects; and

controlling the target virtual entity to chase a second virtual object with a highest matching degree.

7. The method according to claim 6, wherein the determining matching degrees between the target virtual entity and the second virtual objects comprises:

obtaining a parameter feature configured for affecting the matching degree between the target virtual entity and each second virtual object, the parameter feature comprising a first feature of the target virtual entity and a second feature of the second virtual object, the first feature comprising at least one of the following: a position, a chasing speed, a possessed virtual skill, and a variation of a state of a chased target, and the second feature comprising at least one of the following: a position, a movement speed, and a state value; and

performing prediction through a machine learning model based on the parameter feature to obtain the matching degree between the target virtual entity and the second virtual object, the machine learning model being obtained by training based on a parameter feature of a training sample and a matching degree annotated by the training sample, and the parameter feature comprising a feature of a sample virtual entity and a feature of a sample virtual object.

8. The method according to any one of claims 1 to 7, wherein the controlling the target virtual entity to chase a second virtual object comprises:

controlling, in response to at least two second virtual objects being provided, the second virtual objects to be in selectable states; and

controlling, in response to a selection operation, the target virtual entity to chase a selected

second virtual object.

9. The method according to any one of claims 1 to 8, wherein the controlling the target virtual entity to chase a second virtual object comprises:

controlling, in response to at least two target virtual physical bodies and at least two second virtual objects being provided, a first part of virtual entity among the at least two target virtual physical bodies to chase a first part of virtual object among the at least two second virtual objects, and

controlling a second part of virtual entity among the at least two target virtual physical bodies to chase a second part of virtual object among the at least two second virtual objects,

a matching degree between the first part of virtual entity and the first part of virtual object being greater than a first matching degree threshold, and a matching degree between the second part of virtual entity and the second part of virtual object being greater than a second matching degree threshold.

10. The method according to any one of claims 1 to 9, wherein the controlling the target virtual entity to chase a second virtual object comprises:

controlling the target virtual entity to move towards a position of the second virtual object; and

controlling, in a case that an obstacle exists between the target virtual entity and the second virtual object, the target virtual entity to change a movement direction to go around the obstacle and continue to move towards the position of the second virtual object after the target virtual entity goes around the obstacle,

wherein before the controlling the target virtual entity to release a virtual skill to the second virtual object, the method further comprises at least one of the following:

determining, in response to collision occurring between the target virtual entity and the second virtual object, that the target virtual entity catches the second virtual object; and

determining, in response to a distance between the target virtual entity and the second virtual object being less than a third distance threshold, that the target virtual entity catches the second virtual object.

11. The method according to any one of claims 1 to 10, wherein the changing a state of the second virtual object comprises:

changing the state of the second virtual object in response to the second virtual object being in an opposing relationship with the first virtual object, the state after change being worse than the

state before change; and

changing the state of the second virtual object in response to the second virtual object being in an allied relationship with the first virtual object, the state after change being better than the state before change,

wherein the method further comprises:

in a process in which the target virtual entity releases the virtual skill to the second virtual object, in response to a third virtual object existing within an effective action range of the virtual skill, controlling the virtual skill released by the target virtual entity to act on the third virtual object and change a state of the third virtual object.

12. The method according to any one of claims 1 to 11, wherein after the changing a state of the second virtual object, the method further comprises:

controlling, in response to a variation of the state of the second virtual object exceeding a variation threshold, the target virtual entity to be broken up into at least one new virtual entity,

a variation applied by the new virtual entity to the state of the chased target not exceeding a variation applied by the target virtual entity to the state of the same chased target.

13. The method according to any one of claims 1 to 12, wherein before the activating the target virtual entity, the method further comprises:

displaying a plurality of virtual physical bodies in the virtual scene, the target virtual entity being at least one of the plurality of virtual physical bodies, and the plurality of virtual physical bodies satisfying any one of the following:

the plurality of virtual physical bodies comprise at least two virtual physical bodies with different sizes, variations applied by the virtual physical bodies to the state of the chased target being in positive correlation to the sizes of the virtual physical bodies;

the plurality of virtual physical bodies comprise at least two different types of virtual physical bodies, the type of the state of the chased target changed by the virtual physical bodies being related to the types of the virtual physical bodies;

the virtual physical bodies among the plurality of virtual physical bodies are dispersed at different positions in the virtual scene, a difficulty at which each virtual entity satisfies the activation condition being related to a position of the virtual entity, and a variation applied by the virtual entity to the state of the chased target being in positive correlation to the difficulty at which the virtual entity satisfies the activation condition;

the plurality of virtual physical bodies comprise at least two virtual physical bodies having different effective durations; and

the plurality of virtual physical bodies are periodically displayed in the virtual scene,

wherein the method further comprises:

controlling, in response to a gain condition being satisfied, the first virtual object to obtain a gain of the target type,

the gain condition comprising at least one of the following: a quantity of activated virtual physical bodies reaches a first quantity threshold, a quantity of virtual objects that are caught reaches a second quantity threshold, and a variation of a state of a virtual object that is caught exceeds a variation threshold; and

the target type comprising at least one of the following: a movement speed of the first virtual object with the assistance of the virtual vehicle, the movement range of the first virtual object carrying the virtual vehicle, the variation for the state of the virtual object that is caught, and attack power of the virtual vehicle.

14. The method according to any one of claims 1 to 13, wherein the controlling the target virtual entity to chase a second virtual object comprises:

controlling, in response to at least two target virtual physical bodies being provided, the at least two target virtual physical bodies to chase the same second virtual object; and

the controlling, in response to the target virtual entity catching the second virtual object, the target virtual entity to release a virtual skill to the second virtual object and change a state of the second virtual object comprises:

releasing, in response to each target virtual entity simultaneously catching the second virtual object, a combined skill to the second virtual object, and changing the state of the second virtual object by using the combined skill,

the combined skill comprising a virtual skill belonging to each target virtual entity, and the combined skill being determined in the following manner:

combining the virtual skill of each target virtual entity;

combining a representative skill of each target virtual entity; and

invoking, based on features of a plurality of candidate combined skills of the at least two target virtual physical bodies, the machine learning model to calculate and obtain use probabilities of the

candidate combined skills, and selecting a candidate combined skill having a maximum use probability; and the machine learning model is trained in the following manner: invoking the machine learning model for prediction based on features of a plurality of combined skill samples, to obtain a probability of each combined skill sample; and performing back propagation based on a difference between the probability of each combined skill sample and an actual selection result label, to update a parameter of the machine learning model.

15. An interaction processing apparatus for a virtual scene, the apparatus comprising:

an object display module configured to display, on an interface of a virtual scene, a first virtual object carrying a virtual vehicle;

a movement control module configured to control, in response to a movement control operation, the first virtual object to move with assistance of the virtual vehicle, a movement range of the first virtual object carrying the virtual vehicle being larger than a movement range of the first virtual object not carrying the virtual vehicle;

a first processing module configured to: activate, in response to a target virtual entity that is within the movement range of the first virtual object satisfying an activation condition, the target virtual entity in a movement process of the first virtual object, and control the target virtual entity to chase a second virtual object; and

a second processing module configured to: control, in response to the target virtual entity catching the second virtual object, the target virtual entity to release a virtual skill to the second virtual object and change a state of the second virtual object.