CLAIMS

1. A method for allocating virtual reward resources, performed by an electronic device, the method comprising:

obtaining a frame synchronization instruction generated by each game client participating in a game during a teamfight, the frame synchronization instruction comprising to-be-verified behavior information of a virtual character controlled by each game client;

transmitting the frame synchronization instruction generated by each game client to another game client participating in the game, so that each game client performs consistency verification on the received frame synchronization instruction;

obtaining behavior information of each virtual character in a target camp during the teamfight based on received feedback information transmitted by each game client and indicating that the consistency verification is successful, the target camp comprising at least one virtual character, the behavior information being a behavior applied by each virtual character in the target camp to a to-be-applied virtual object, and the to-be-applied virtual object being a virtual character in at least one of the target camp or an enemy camp;

determining, according to the behavior information, contribution information achieved by each virtual character in the target camp during the teamfight;

determining, according to the contribution information, a target virtual character and a target virtual reward resource corresponding to the target virtual character from the at least one virtual character comprised in the target camp; and

updating attribute information of the target virtual character according to the target virtual reward resource.

2. The method according to claim 1, wherein determining, according to the behavior information, the contribution information achieved by each virtual character in the target camp during the teamfight comprises:

determining, according to the behavior information, an achievement status of each virtual character in the target camp for a predetermined game objective during the teamfight; and

determining the achievement status as the contribution information.

3. The method according to claim 2, wherein determining, according to the contribution information, the target virtual character and the target virtual reward resource corresponding to the

target virtual character from the at least one virtual character comprised in the target camp comprises:

determining, according to the achievement status corresponding to the contribution information, a virtual character that achieves at least one game objective and that is in the at least one virtual character comprised in the target camp as the target virtual character;

determining at least one contribution type in a one-to-one correspondence with the at least one game objective according to a correspondence between the predetermined game objective and a contribution type;

determining at least one candidate virtual reward resource in a one-to-one correspondence with at least one piece of contribution information according to a correspondence between a predetermined contribution type and a virtual reward resource; and

determining at least one virtual reward resource determined from the at least one candidate virtual reward resource as the target virtual reward resource.

4. The method according to claim 3, wherein before determining the at least one virtual reward resource determined from the at least one candidate virtual reward resource as the target virtual reward resource, the method further comprises:

determining the at least one candidate virtual reward resource as the at least one virtual reward resource; or

determining a virtual reward resource with a highest priority in the at least one candidate virtual reward resource as the at least one virtual reward resource.

5. The method according to claim 1, wherein determining, according to the behavior information, the contribution information achieved by each virtual character in the target camp during the teamfight comprises:

determining, in a case of determining that the enemy camp comprises a dead virtual character and according to information related to the dead virtual character in the behavior information, the contribution information achieved by each virtual character in the target camp during the teamfight,

the enemy camp being a camp having a hostile relationship with the target camp, the dead virtual character being a virtual character that changes from a survival state to a death state during the teamfight, and the contribution information being used for representing a correlation degree between each virtual character in the target camp and the dead virtual character that changes from the survival state to the death state.

6. The method according to claim 5, wherein determining, according to the contribution information, the target virtual character and the target virtual reward resource corresponding to the target virtual character from the at least one virtual character comprised in the target camp comprises:

determining a virtual character with a highest correlation degree in the at least one virtual character comprised in the target camp as a candidate virtual character based on the correlation degree corresponding to the contribution information; and

determining the candidate virtual character as the target virtual character in a case of determining that the candidate virtual character is an assistant of the dead virtual character, and determining a preset virtual reward resource as the target virtual reward resource.

7. An apparatus for allocating virtual reward resources, comprising:

a frame synchronization instruction obtaining module, configured to obtain a frame synchronization instruction generated by each game client participating in a game during a teamfight, the frame synchronization instruction comprising to-be-verified behavior information of a virtual character controlled by each game client;

a forward module, configured to transmit the frame synchronization instruction generated by each game client to another game client participating in the game, so that each game client performs consistency verification on the received frame synchronization instruction;

a behavior information obtaining module, configured to obtain behavior information of each virtual character in a target camp during the teamfight based on received feedback information transmitted by each game client and indicating that the consistency verification is successful, the target camp comprising at least one virtual character, the behavior information being a behavior applied by each virtual character in the target camp to a to-be-applied virtual object, and the to-be-applied virtual object being a virtual character in at least one of the target camp or an enemy camp;

a contribution information obtaining module, configured to determine, according to the behavior information, contribution information achieved by each virtual character in the target camp during the teamfight;

a reward character determination module, configured to determine, according to the contribution information, a target virtual character and a target virtual reward resource corresponding to the target virtual character from the at least one virtual character comprised in the target camp; and

a resource allocation module, configured to update attribute information of the target virtual character according to the target virtual reward resource.

8. An electronic device for allocation of virtual reward resources, comprising a memory, a processor, and a computer program stored on the memory and executable by the processor, the processor, when executing the program, implementing the method for allocating virtual reward resources according to any one of claims 1 to 6.

9. A computer-readable storage medium, storing computer instructions, the computer instructions, when executed by a processor, implementing the method for allocating virtual reward resources according to any one of claims 1 to 6.

10. A computer program product, comprising a computer program or instructions, the computer program or the instructions, when executed by a processor, implementing the method for allocating virtual reward resources according to any one of claims 1 to 6.