

ABSTRACT

This application provides an interaction method based on a virtual scene, a device, a storage medium, and a program product. The method includes: displaying, in a first virtual scene, a first virtual object in a to-be-synchronized state and a state synchronization area corresponding to the to-be-synchronized state, the first virtual object being associated with a first account; displaying, based on an interaction operation between the first virtual object and a second virtual object, an interaction picture showing that the second virtual object and the state synchronization area approach each other, the second virtual object being associated with a second account, and the interaction operation representing interaction between the first account and the second account; and when the interaction picture shows that the second virtual object enters the state synchronization area, outputting, in response to the second virtual object entering the state synchronization area, state representation information indicating that the second virtual object is in the to-be-synchronized state.

FIG. 5