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(54) **NON-TRANSITORY INFORMATION PROCESSING DEVICE-READABLE STORAGE MEDIUM, AND INFORMATION PROCESSING DEVICE**

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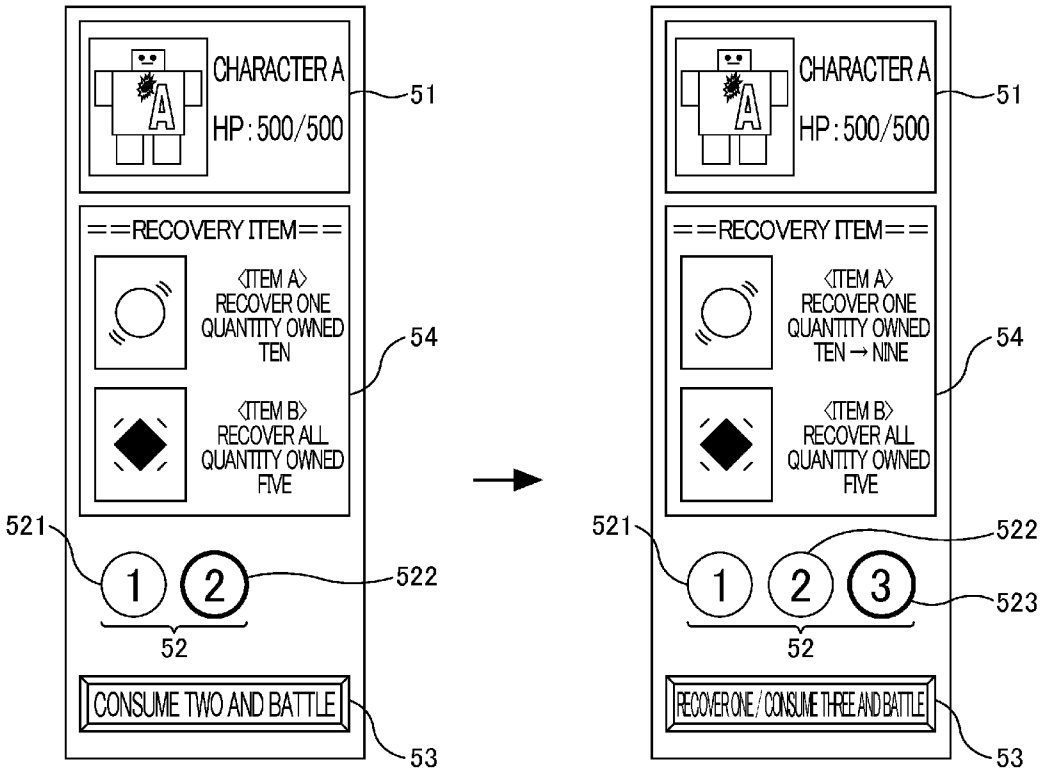
(57) **ABSTRACT**

The program according to the present invention is a program executed by an information processing device including a display unit that displays a game screen, to display on the display unit, a game screen including an operation area that allows a player to input a consumption amount of a consumption parameter that is to be consumed in a game, to allow the player to input the consumption amount through the operation area when the operation area is displayed on the game screen, and highlight a mark indicating the consumption amount input, in the operation area, and to display a consumption state of the consumption parameter on the game screen by changing a display status of the operation area according to the consumption amount consumed when the consumption parameter has been consumed by the consumption amount input.



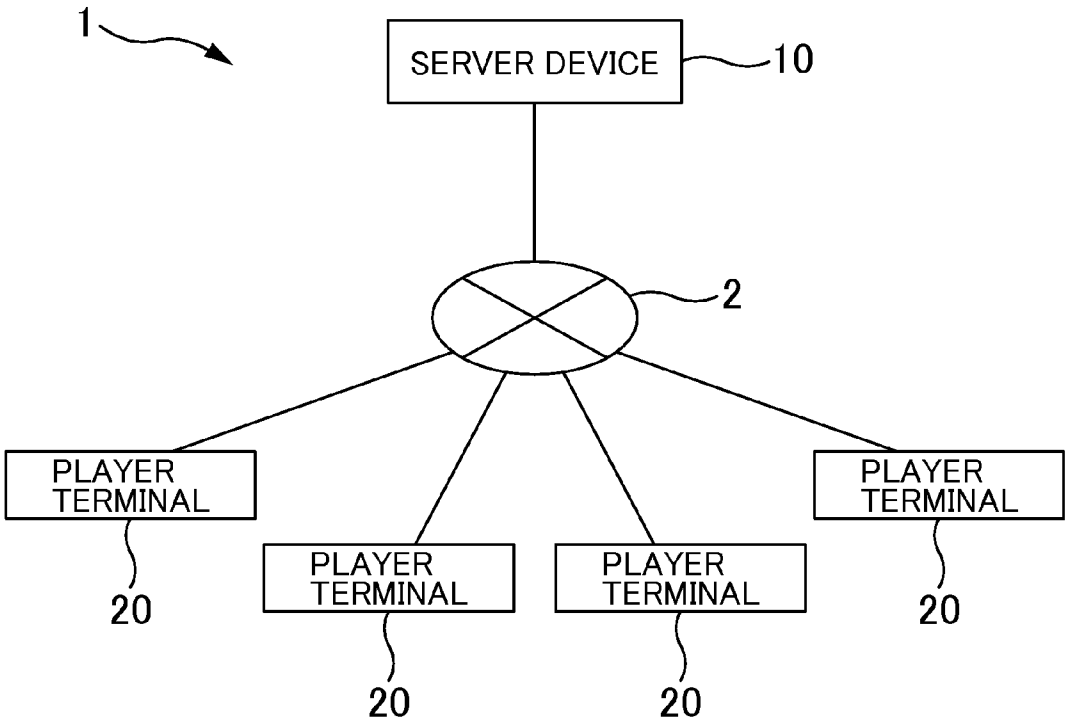

1
SERVER DEVICE
10
2
PLAYER TERMINAL
20
PLAYER TERMINAL
20
PLAYER TERMINAL
20
PLAYER TERMINAL
20

FIG. 1

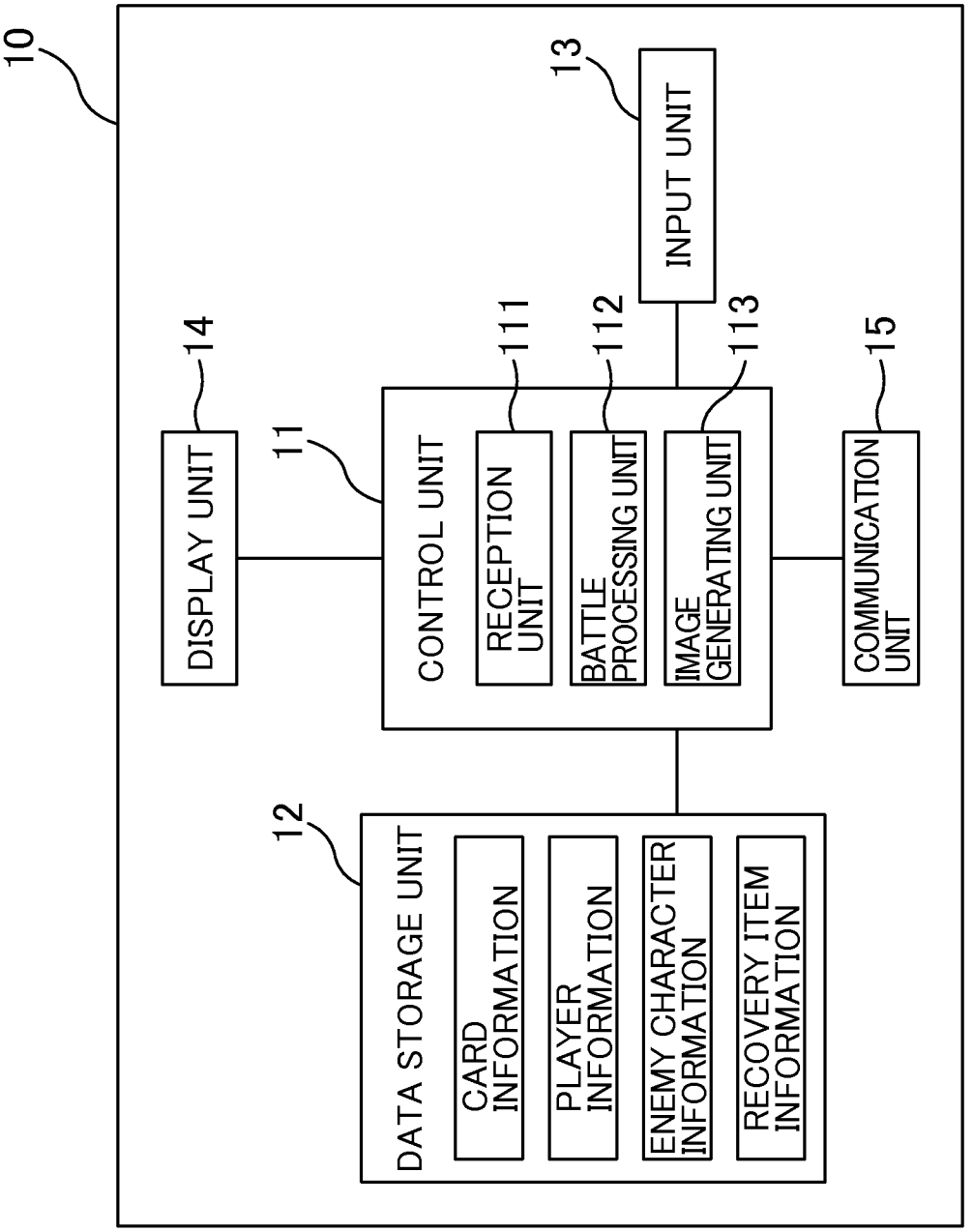

10
13
INPUT UNIT
14
DISPLAY UNIT
11
CONTROL UNIT
111
RECEPTION UNIT
112
BATTLE PROCESSING UNIT
113
IMAGE GENERATING UNIT
15
COMMUNICATION UNIT
12
DATA STORAGE UNIT
CARD INFORMATION
PLAYER INFORMATION
ENEMY CHARACTER INFORMATION
RECOVERY ITEM INFORMATION

FIG. 2

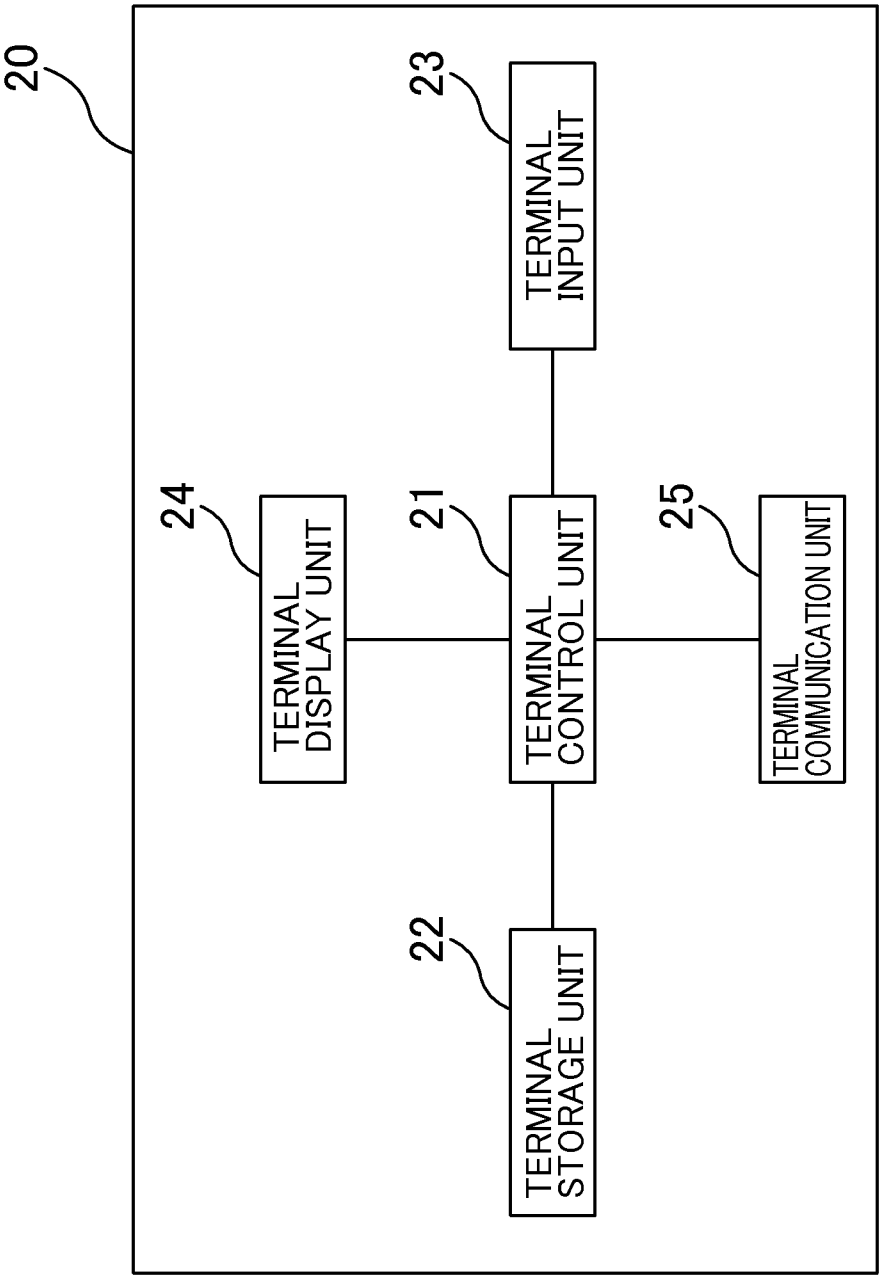

20
23
TERMINAL INPUT UNIT
24
TERMINAL DISPLAY UNIT
21
TERMINAL CONTROL UNIT
25
TERMINAL COMMUNICATION UNIT
22
TERMINAL STORAGE UNIT

FIG. 3

CARD ID	CHARACTER NAME	LEVEL	ATTACK POWER	DEFENSE POWER	HIT POINT
0001	WARRIOR A	LV.5	500	500	1000
⋮	⋮	⋮	⋮	⋮	⋮
0100	WIZARD X	LV.15	2000	2000	8000
⋮	⋮	⋮	⋮	⋮	⋮
0105	MARTIAL ARTIST Y	LV.16	1000	1000	6000
⋮	⋮	⋮	⋮	⋮	⋮

FIG. 4

RECOVERY ITEM ID	RECOVERY ITEM NAME	PRICE	RECOVERY VALUE
001	RECOVERY ITEM A	30	1
002	RECOVERY ITEM B	40	2
003	RECOVERY ITEM C	50	3
⋮	⋮	⋮	⋮

FIG. 5

PLAYER ID	VIRTUAL CURRENCY	BATTLE ENERGY	OWNED CARD INFORMATION	OWNED RECOVERY ITEM INFORMATION
1	0	3	OWNED CARD INFORMATION (1)	OWNED RECOVERY ITEM INFORMATION (1)
2	500	2	OWNED CARD INFORMATION (2)	OWNED RECOVERY ITEM INFORMATION (2)
3	700	1	OWNED CARD INFORMATION (3)	OWNED RECOVERY ITEM INFORMATION (3)
4	1000	3	OWNED CARD INFORMATION (4)	OWNED RECOVERY ITEM INFORMATION (4)
5	100	2	OWNED CARD INFORMATION (5)	OWNED RECOVERY ITEM INFORMATION (5)
6	3000	1	OWNED CARD INFORMATION (6)	OWNED RECOVERY ITEM INFORMATION (6)
.	.	.	.	.
.	.	.	.	.
.	.	.	.	.

FIG. 6

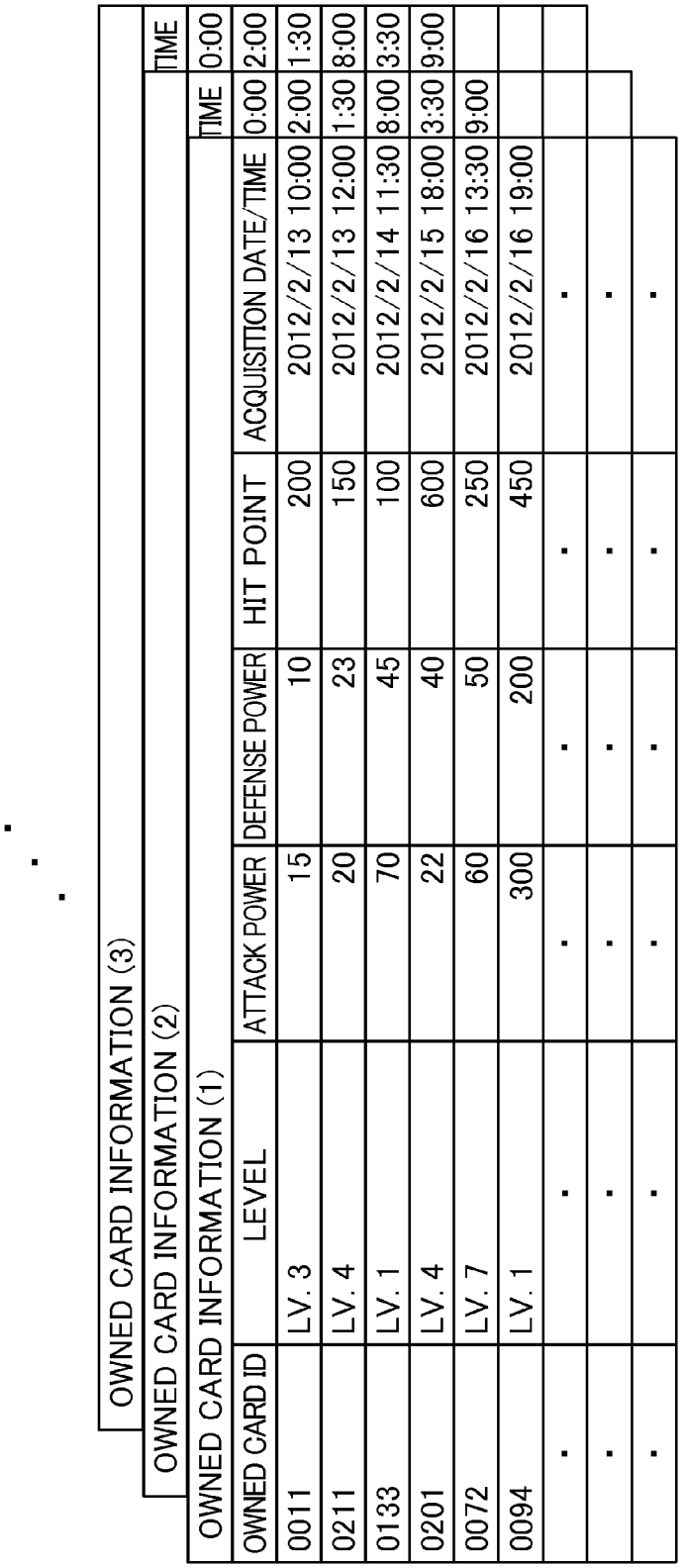

OWNED CARD INFORMATION (3)
OWNED CARD INFORMATION (2)
OWNED CARD INFORMATION (1)
OWNED CARD ID
LEVEL
ATTACK POWER
DEFENSE POWER
HIT POINT
ACQUISITION DATE/TIME
TIME
0:00
2:00
1:30
8:00
3:30
9:00
0011
LV. 3
15
10
200
2012/2/13 10:00
0211
LV. 4
20
23
150
2012/2/13 12:00
0133
LV. 1
70
45
100
2012/2/14 11:30
0201
LV. 4
22
40
600
2012/2/15 18:00
0072
LV. 7
60
50
250
2012/2/16 13:30
0094
LV. 1
300
200
450
2012/2/16 19:00

FIG. 7

OWNED RECOVERY ITEM INFORMATION (3)

OWNED RECOVERY ITEM INFORMATION (2)

OWNED RECOVERY ITEM INFORMATION (1)

ITEM ID	QUANTITY OWNED	RECOVERY VALUE
001	3	1
025	1	3
030	5	2
.	.	.
.	.	.

FIG. 8

ENEMY CHARACTER ID	ENEMY CHARACTER NAME	LEVEL	ATTACK POWER	DEFENSE POWER	LIFE (HP)
001	BOSS A	15	5000	4500	10000
⋮	⋮	⋮	⋮	⋮	⋮

FIG. 9

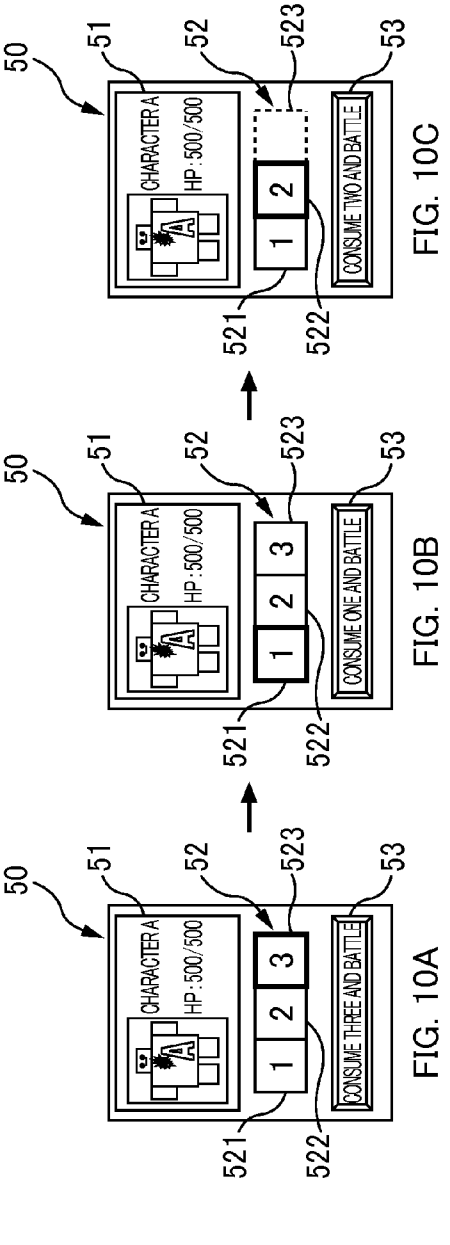


FIG. 10A

FIG. 10B

FIG. 10C

FIG. 10D

FIG. 10E

FIG. 10F

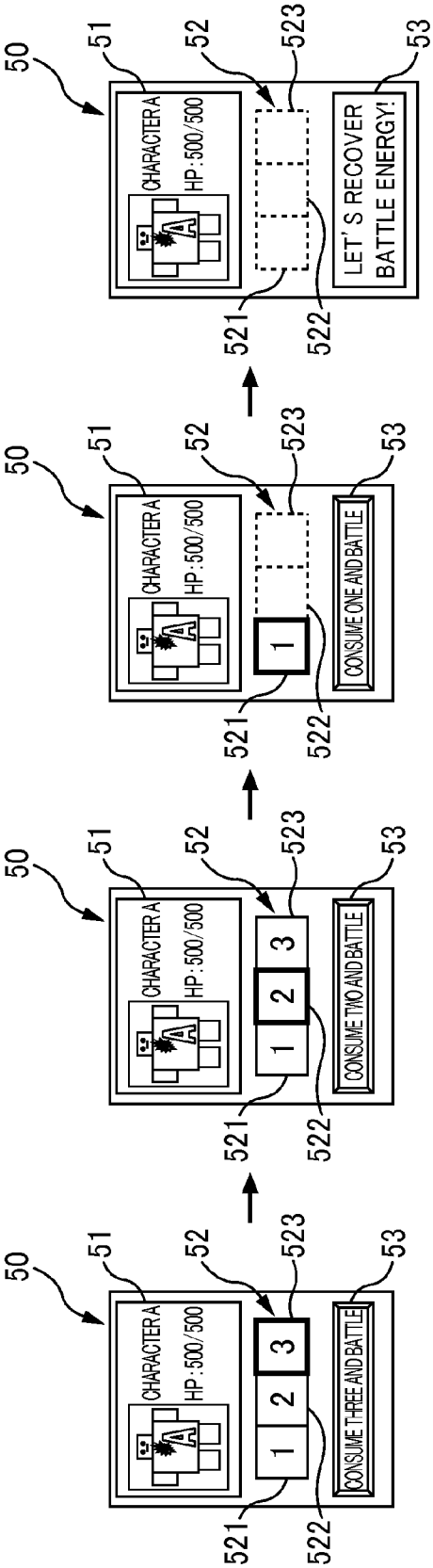


FIG. 11A

FIG. 11B

FIG. 11C

FIG. 11D

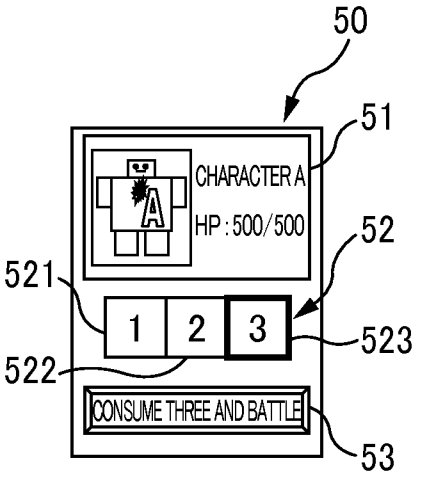


FIG. 12A

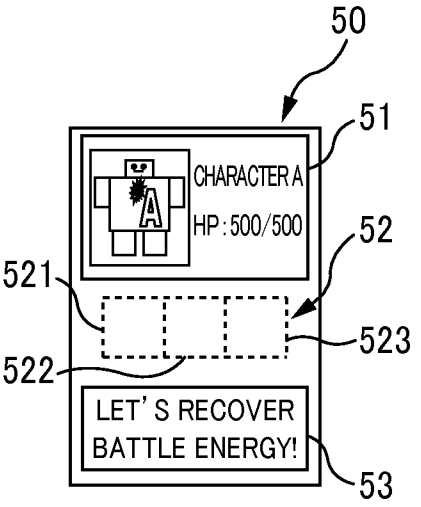


FIG. 12B

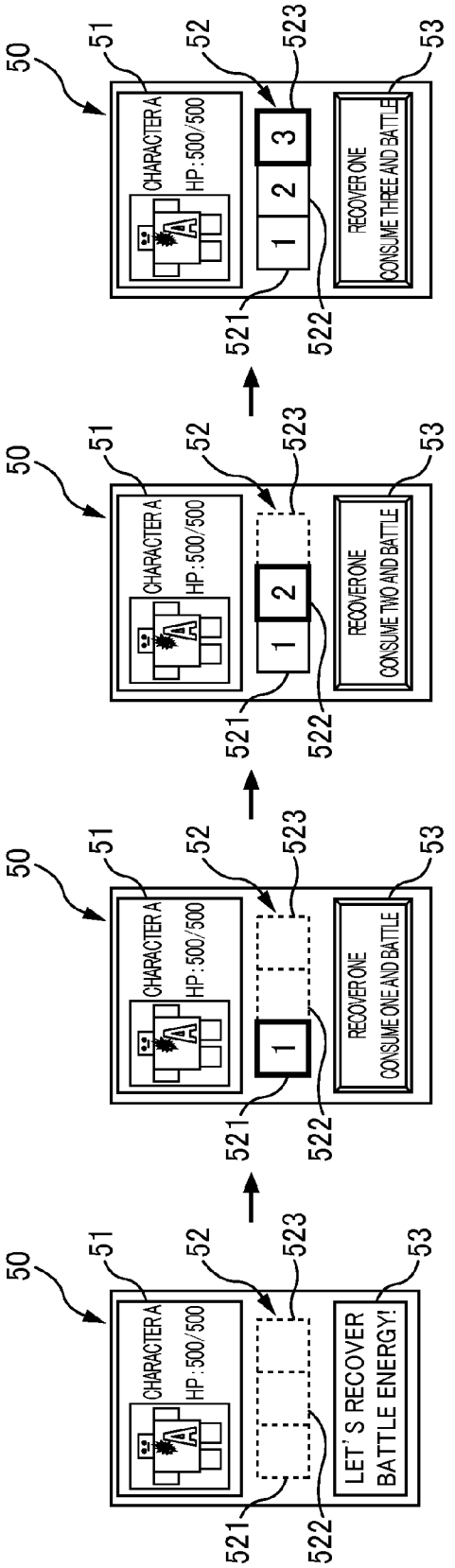


FIG. 13A

FIG. 13B

FIG. 13C

FIG 13D

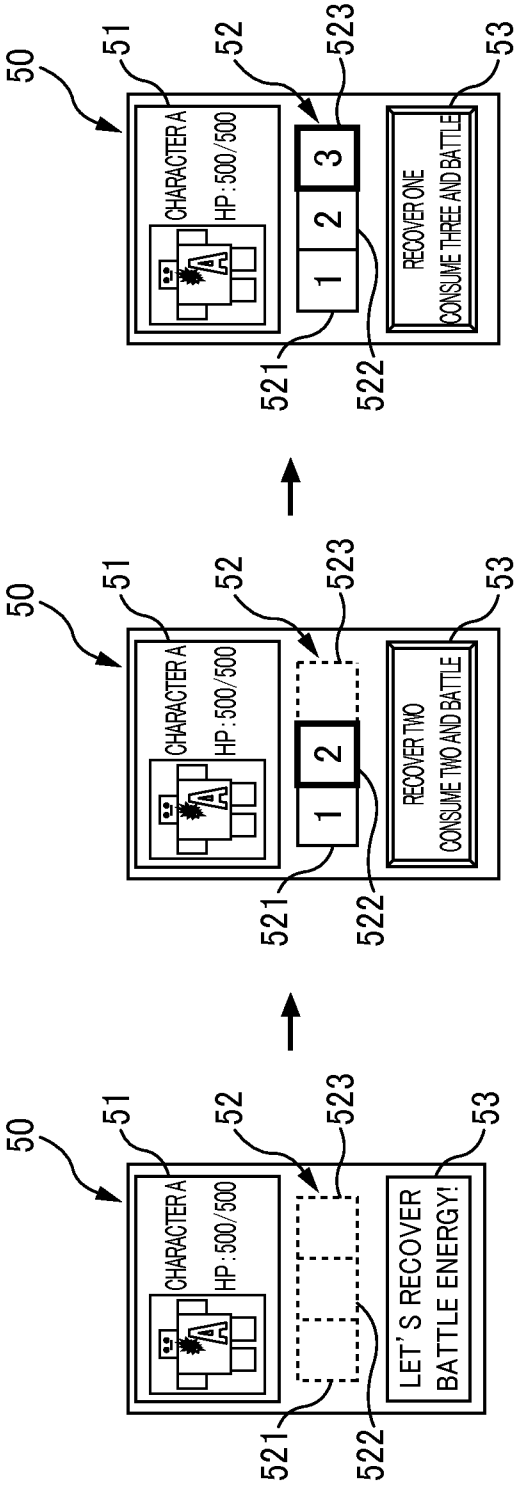


FIG. 14A

FIG. 14B

FIG. 14C

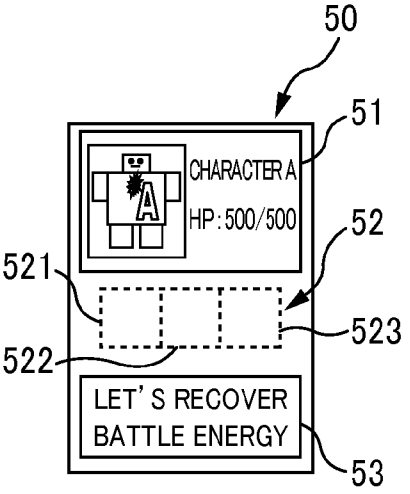


FIG. 15A

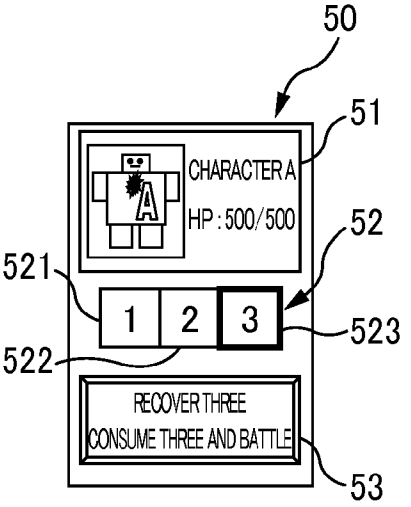


FIG. 15B

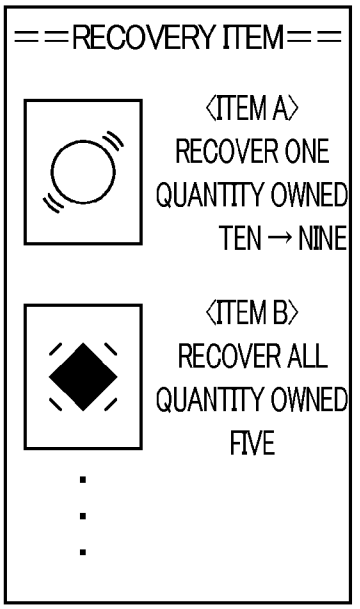


FIG. 16

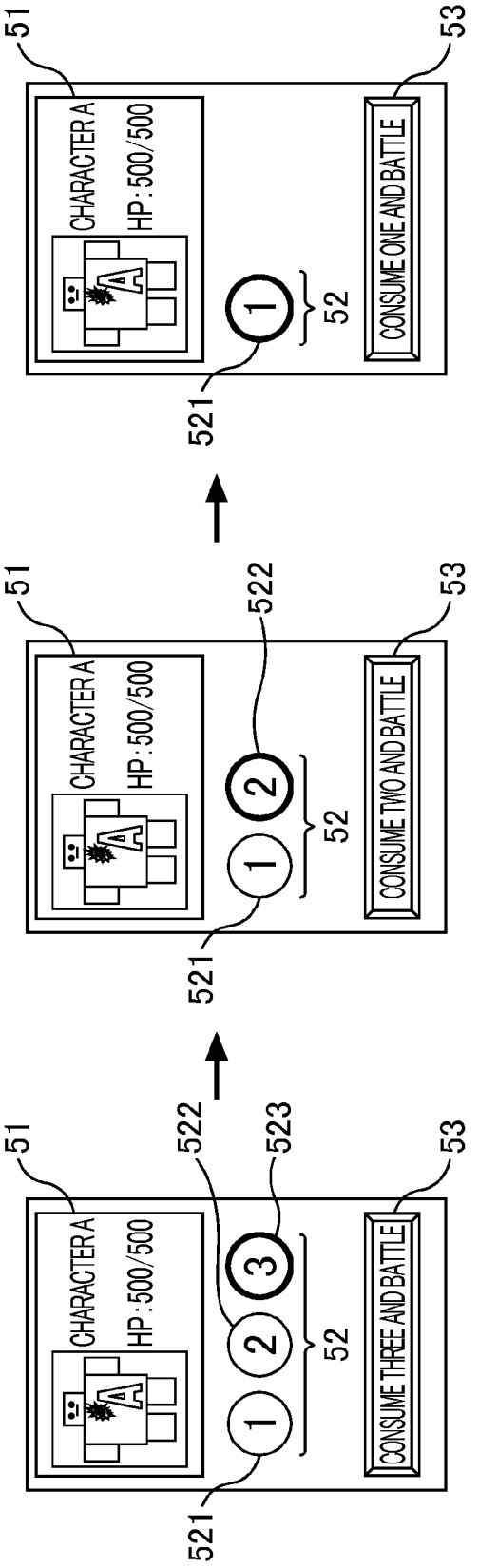

51
CHARACTER A
HP:500/500
53
CONSUME ONE AND BATTLE
1
52
521
51
CHARACTER A
HP:500/500
522
53
CONSUME TWO AND BATTLE
2
1
52
521
51
CHARACTER A
HP:500/500
522
523
53
CONSUME THREE AND BATTLE
3
2
1
52
521

FIG. 17

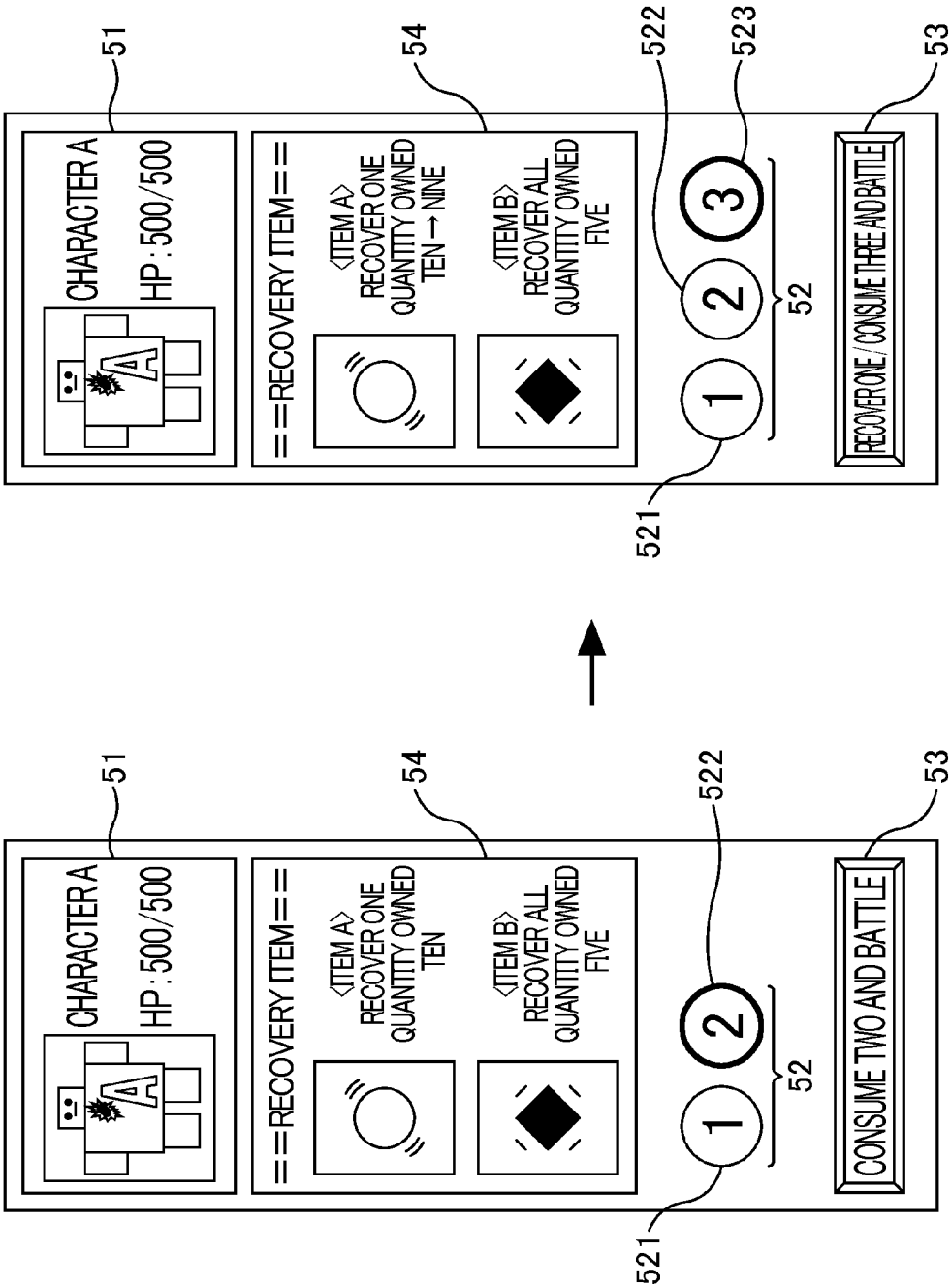

51
CHARACTER A
HP : 500/500
54
==RECOVERY ITEM==
<ITEM A>
RECOVER ONE
QUANTITY OWNED
TEN → NINE
<ITEM B>
RECOVER ALL
QUANTITY OWNED
FIVE
522
523
53
1
2
3
52
521
RECOVER ONE / CONSUME THREE AND BATTLE
51
CHARACTER A
HP : 500/500
54
==RECOVERY ITEM==
<ITEM A>
RECOVER ONE
QUANTITY OWNED
TEN
<ITEM B>
RECOVER ALL
QUANTITY OWNED
FIVE
522
53
1
2
52
521
CONSUME TWO AND BATTLE

FIG. 18

NON-TRANSITORY INFORMATION PROCESSING DEVICE-READABLE STORAGE MEDIUM, AND INFORMATION PROCESSING DEVICE

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] The present application claims priority upon Japanese Patent Application No. 2012-157892 filed on Jul. 13, 2012 which is herein incorporated by reference.

BACKGROUND

[0002] 1. Technical Field

[0003] This invention relates to a non-transitory information processing device-readable storage medium and an information processing device.

[0004] 2. Related Art

[0005] A game device is known that displays on a game screen an index (e.g., a gauge) indicating the consumption state of the consumption parameter when the consumption parameter is consumed in a game (for example, see Japanese Laid-Open Patent Publication No. 2004-129960).

[0006] In such a game device, a player can visually recognize the consumption state of the consumption parameter by moving his/her eye to the index displayed on the game screen.

[0007] However, there was a need for a player to take his/her eyes off the index displayed on the game screen to perform a manipulated input when the player were to perform such as a game play that has an effect on the changes in the consumption parameter.

SUMMARY

[0008] The present invention has been conceived in view of the above issue, and an object thereof is to reduce the amount of movement of the player's eye while improving the ease of operation.

[0009] An aspect of the invention to solve the above and other problems is a non-transitory information processing device-readable storage medium storing a program for causing an information processing device including a display unit that displays a game screen, the program instructing the information processing device to perform the following processes of

[0010] displaying on the display unit, a game screen including an operation area that allows a player to input a consumption amount of a consumption parameter that is to be consumed in a game;

[0011] allowing the player to input the consumption amount through the operation area when the operation area is displayed on the game screen, and highlighting a mark indicating the consumption amount input, in the operation area; and

[0012] displaying a consumption state of the consumption parameter on the game screen by changing a display status of the operation area according to the consumption amount consumed when the consumption parameter has been consumed by the consumption amount input.

[0013] Other features of the present invention will become apparent from the description in the detailed description of the invention and the attached drawings.

BRIEF DESCRIPTION OF DRAWINGS

[0014] FIG. **1** illustrates an example of an overall configuration of the game system **1**.

[0015] FIG. **2** is a block diagram of a functional configuration of a server device **10**.

[0016] FIG. **3** is a block diagram of a functional configuration of a player terminal **20**.

[0017] FIG. **4** illustrates an example of a data structure of card information.

[0018] FIG. **5** illustrates an example of a data structure of recovered item information.

[0019] FIG. **6** illustrates an example of a data structure of player information.

[0020] FIG. **7** illustrates an example of a data structure of owned card information.

[0021] FIG. **8** illustrates an example of a data structure of owned recovered item information.

[0022] FIG. **9** illustrates an example of a data structure of enemy character information.

[0023] FIG. **10**A illustrates an example of changes in the screen when one battle energy point is consumed to battle.

[0024] FIG. **10**B illustrates an example of changes in the screen when one battle energy point is consumed to battle.

[0025] FIG. **10**C illustrates an example of changes in the screen when one battle energy point is consumed to battle.

[0026] FIG. **10**D illustrates an example of changes in the screen when one battle energy point is consumed to battle.

[0027] FIG. **10**E illustrates an example of changes in the screen when one battle energy point is consumed to battle.

[0028] FIG. **10**F illustrates an example of changes in the screen when one battle energy point is consumed to battle.

[0029] FIG. **11**A illustrates an example of changes in the screen when two battle energy points are consumed to battle.

[0030] FIG. **11**B illustrates an example of changes in the screen when two battle energy points are consumed to battle.

[0031] FIG. **11**C illustrates an example of changes in the screen when two battle energy points are consumed to battle.

[0032] FIG. **11**D illustrates an example of changes in the screen when two battle energy points are consumed to battle.

[0033] FIG. **12**A illustrates an example of changes in the screen when all battle energy points are consumed to battle.

[0034] FIG. **12**B illustrates an example of changes in the screen when all battle energy points are consumed to battle.

[0035] FIG. **13**A illustrates an example of changes in the screen when one battle energy point is recovered to battle.

[0036] FIG. **13**B illustrates an example of changes in the screen when one battle energy point is recovered to battle.

[0037] FIG. **13**C illustrates an example of changes in the screen when one battle energy point is recovered to battle.

[0038] FIG. **13**D illustrates an example of changes in the screen when one battle energy point is recovered to battle.

[0039] FIG. **14**A illustrates an example of changes in the screen when two battle energy points are recovered to battle.

[0040] FIG. **14**B illustrates an example of changes in the screen when two battle energy points are recovered to battle.

[0041] FIG. **14**C illustrates an example of changes in the screen when two battle energy points are recovered to battle.

[0042] FIG. **15**A illustrates an example of changes in the screen when all battle energy points are recovered to battle.

[0043] FIG. **15**B illustrates an example of changes in the screen when all battle energy points are recovered to battle.

[0044] FIG. **16** illustrates an example of the game screen for selecting a recovery item.

[0045] FIG. **17** illustrates another example of changes in the screen when consuming battle energy to battle.

[0046] FIG. **18** illustrates another example of changes in the screen when recovering battle energy to battle.

DETAILED DESCRIPTION OF THE INVENTION

[0047] From the description in the detailed description of the invention and the accompanied drawings, at least the following matters will be apparent.

[0048] In other words, a non-transitory information processing device-readable storage medium storing a program for causing an information processing device including a display unit that displays a game screen, the program instructing the information processing device to perform the following processes of

[0049] displaying on the display unit, a game screen including an operation area that allows a player to input a consumption amount of a consumption parameter that is to be consumed in a game;

[0050] allowing the player to input the consumption amount through the operation area when the operation area is displayed on the game screen, and highlighting a mark indicating the consumption amount input, in the operation area; and

[0051] displaying a consumption state of the consumption parameter on the game screen by changing a display status of the operation area according to the consumption amount consumed when the consumption parameter has been consumed by the consumption amount input.

[0052] According to such a program, since the player's eye is moved to the operation area on the game screen in both the case where the player inputs the consumption amount of the consumption parameter and the case where the consumption state of the consumption parameter is recognized by the player, the amount of movement of the player's eye can be reduced while improving the ease of operation.

[0053] Further, the information processing device-readable storage medium, wherein the program instructs the information processing device to,

[0054] allow the player to input a recovery amount of the consumption parameter through the operation area when the operation area is displayed on the game screen, and highlighting a mark indicating the recovery amount input, in the operation area; and

[0055] display a recovery state of the consumption parameter on the game screen by changing a display status of the operation area according to the recovery amount when the consumption parameter has recovered by the recovery amount input.

[0056] According to such a program, since the player's eye is moved to the operation area on the game screen in both the case where the player inputs the recovery amount of the consumption parameter and the case where the recovery state of the consumption parameter is recognized by the player, the amount of movement of the player's eye can be reduced while improving the ease of operation.

[0057] Further, the information processing device-readable storage medium, wherein the program may instruct the information processing device to,

[0058] allow the player perform an input to cancel the recovery amount input, through the operation area when the operation area is displayed on the game screen.

[0059] According to such a program, since the player's eye is moved to the operation area on the game screen in both the case where the recovery state of the consumption parameter is recognized by the player and the case where the input for cancelling the recovery amount is performed by the player, the amount of movement of the player's eye can be reduced while improving the ease of operation.

[0060] Further, the information processing device-readable storage medium, wherein the program instructs the information processing device to,

[0061] display on the display unit, a game screen having arranged proximate the operation area a consumption operation area that allows the player to perform a manipulated input to consume the consumption parameter by the consumption amount input through the operation area; and

[0062] display on the consumption operation area, text information corresponding to the consumption amount input, when the consumption amount is input by the player through the operation area.

[0063] According to such a program, since text information corresponding to the input consumption amount is displayed in the consumption operation area, a manipulated input can be performed while the player confirms the consumption amount input by the player himself/herself.

Embodiment

Configuration of Game System **1**

[0064] FIG. **1** illustrates an example of an overall configuration of a game system **1** according to the present embodiment. The game system **1** provides various types of services related to games to a player over a network **2** (for example, the Internet). And the game system **1** includes a server device **10** and a plurality of player terminals **20**.

Configuration of Server Device **10**

[0065] FIG. **2** is a block diagram of a functional configuration of a server device **10** according to the present embodiment. The server device **10** is an information processing device (for example, workstations, personal computers and etc.) used by the system administrator and the like when operating and managing game services, and can deliver game programs operable on the player terminal **20** and Web pages and the like created in markup languages (HTML etc.) that comply with the standards of the player terminal **20**, upon reception of various commands (requests) from the player terminal **20**. The server device **10** includes a control unit **11**, a data storage unit **12**, an input unit **13**, a display unit **14**, and a communication unit **15**.

[0066] The control unit **11** is a unit that transfers data among the units and controls the entire server device **10**, and is implemented by a central processing unit (CPU) executing a program stored in a certain memory. The control unit **11** according to the present embodiment includes a reception unit **111**, a battle processing unit **112**, and an image generating unit **113**.

[0067] The reception unit **111** has a function to perform processes of receiving various operation commands (requests) of the player from the player terminal **20** over the network **2**.

[0068] The battle processing unit **112** has a function to perform game processes relating to a battle game. The battle processing unit **112** of the present embodiment performs such as a process of starting a battle game by consuming a consumption parameter and determining the outcome of the

battle, and a process of recovering the consumption parameter consumed in a battle game.

[0069] The image generating unit **113** has a function to perform a process for generating various image data such as an operation image and a game image for allowing the player to play a game.

[0070] The data storage unit **12** has a read only memory (ROM) and a random access memory (RAM) : the ROM is a read-only storage region in which system programs are stored, and the RAM is a rewritable storage region which is used as a work area for computing processes performed by the control unit **11**. The data storage unit **12** is realized, for example, by a non-volatile storage device such as a flash memory or a hard disk and the like. The data storage unit **12** according to the present embodiment stores card information being information related to a game card used in a game, player information being information related to the player, enemy character information being information related to the enemy character, and recovery item information being information related to the recovery item used in a game.

[0071] The input unit **13** is a unit with which a system administrator, etc. inputs various types of data (for example, card information and the like), and is realized by, for example, a keyboard a mouse, and the like.

[0072] The display unit **14** is a unit which displays operating screens for the system administrator according to commands from the control unit **11**, and is realized, for example, by a liquid crystal display (LCD) and the like.

[0073] The communication unit **15** is a unit that functions as a reception unit for receiving and transmitting various information between the player terminal **20** over the network **2**. The communication unit **15** is realized, for example, by a network interface card (NIC) and the like.

Configuration of Player Terminal **20**

[0074] FIG. **3** is a block diagram of a functional configuration of a player terminal **20**. The player terminal **20** of the present embodiment is an information processing device (for example, a mobile telephone terminal, a smartphone etc.) used by a player when playing a game and can make a request to the server device **10** to have various information (game programs, Web pages etc.) relating to games delivered. Since the player terminal **20** has a Web browser function for allowing the player to browse Web pages, the player terminal **20** can display Web pages (game play images etc.) distributed from the server device **10** on the screen. The player terminal **20** includes a terminal control unit **21**, a terminal storage unit **22**, a terminal input unit **23**, a terminal display unit **24**, and a terminal communication unit **25**.

[0075] The terminal control unit **21** is a unit that transfers data among the units and controls the entire player terminal **20**. The terminal control unit **21** is realized by a central processing unit (CPU) executing a program stored in a certain memory. The terminal control unit **21** of the present embodiment also functions as an image display control unit for controlling the display state of the game screen displayed on the terminal display unit **24**.

[0076] The terminal storage unit **22** is connected to the terminal control unit **21** through a bus. In accordance with commands from the terminal control unit **21**, processes are performed for the data stored in the terminal storage unit **22** to be looked up, read, and rewritten. The terminal storage unit **22** is realized by, for example, a flash memory, a hard disk and the like.

[0077] The terminal input unit **23** is a unit with which the player performs various operations (game operations and the like), and is realized, for example, by an operating button, a touchscreen or the like.

[0078] The terminal display unit **24** is a unit for displaying a game screen (game image, operation image and the like) according to commands from the terminal control unit **21**, and is realized, for example, by a liquid crystal display (LCD) and the like.

[0079] The terminal communication unit **25** is a unit for communicating between the server device **10** and has a function of a reception unit that receives various data an signals sent from the server device **10** and a function of a transmission unit that transmits to the server device **10** various data and signals in response to commands from the terminal control unit **21**. The terminal communication unit **25** is realized, for example, by a network interface card (NIC) and the like.

Data Structure

[0080] FIG. **4** illustrates an example of a data structure of card information stored in the data storage unit **12** of the server device **10**. This card information includes items (fields) of card ID; character name; level of character; attack power; defense power; hit point and the like. A card ID is identification information for identifying a game card. A character name is information indicating the name of the character. The level, attack power, defense power and hit point of the character are parameters that indicate the skill values set to the character.

[0081] FIG. **5** shows an example of a table of data configuration of recovery item information stored in the data storage unit **12** of the server device **10**. This recovery item information includes items of recovery item ID; recovery item name; recovery item price; recovery item value and the like. The recovery item ID is identification information for identifying recovery items. The recovery item name is information indicative of the display name of the recovery item. The recovery item price is information indicative of the value of the item in virtual currency. The recovery item value is data indicative of the recovery amount when the recovery item is used.

[0082] FIG. **6** shows an example of a table of data configuration of player information stored in the data storage unit **12** of the server device **10**. This player information includes items of player ID; virtual currency; battle energy; owned card information; owned recovery item information and the like.

[0083] The player ID is identification information for identifying players. Virtual currency is information indicative of the amount of virtual currency owned by the player. This virtual currency is updated when the player has acquired the virtual currency or when the player has consumed (e.g., when the player has purchased a recovery item and the like) the virtual currency. Battle energy is an example of a consumption parameter and is data consumed by battling with an enemy character. In the present embodiment, a player can start a battle with an enemy character by consuming battle energy (reducing the value of battle energy). In other words, when the player lacks battle energy, the player is unable to battle with an enemy character. Owned card information is information indicative of game cards owned by the player (hereinafter also called owned card). Owned recovery item information is information indicative of recovery items owned by the player.

[0084] FIG. **7** illustrates an example of a data structure of owned card information included in player information. This owned card information includes items of owned card ID; level of owned card; attack power; defense power; hit points; acquisition dates and times and the like. Owned card ID is identification information for identifying owned cards. The level of the owned card, attack power, defense power, and hit points are parameters indicative of skill values set for the character associated with the owned card. These various parameters are updated in response to such as the outcome of the battle game. The acquisition date and time is information indicative of date and time the owned card was acquired by the player.

[0085] FIG. **8** illustrates an example of a data structure of owned recovery item information included in player information. This owned recovery item information includes items of item ID; quantity owned; recovery value and the like of the recovery items. This recovery item is an item that can recover the consumption parameter consumed in a game. The item ID of the recovery item is identification information for identifying the recovery item owned by the player. The quantity owned is information indicative of the quantity of the recovery item owned by the player. The recovery value is data indicative of the recovery amount of the recovery item owned by the player.

[0086] FIG. **9** illustrates an example of a data structure of enemy character information stored in the data storage unit **12** of the server device **10**. This enemy character information includes various items of enemy character ID; enemy character name; level of enemy character; attack power; defense power; life (HP) and the like. The enemy character ID is identification information for indentifying an enemy character. The enemy character name is information indicative of the display name of the enemy character. The level, attack power, defense power and the life (HP) of the character are parameters that indicate the skill values set to the character.

Game Outline

[0087] Here, an outline of the game provided by the game system **1** of the present embodiment is described. The game system **1** provides a battle game that is played using game cards (virtual cards used in a virtual space in the game) as an example of a game content.

Battle Game

[0088] In the game system **1** of the present embodiment, the player can own a plurality of game cards having game characters associated thereto. The player can play a battle game using a game card (character) selected from a plurality of game cards owned by the player. When a battle game is started by consuming battle energy (consumption parameter) required for a battle game, the control unit **11** determines the enemy character for battling with the character selected by the player and based on the various parameters (attack power, defense power, hit points and life etc.) set to the various characters, determines the outcome of the battle between these characters.

Recovery of Consumption Parameter

[0089] In the battle game of the present embodiment, a battle game with an enemy character cannot be started when there is not enough battle energy (consumption parameter). For this reason, a player can recover battle energy consumed in a battle game by using a recovery item. Note that, in the present embodiment, battle energy can be recovered with time without using a recovery item.

Operation Example of Game System **1**

[0090] Description will be given of an operation example of the game system **1** according to the present embodiment.

[0091] First, in the player terminal **20**, upon reception of a manipulated input by the player to start a game from the terminal input unit **23**, the terminal control unit **21** transmits a command (battle start request) for starting a battle game to the server device **10** via the terminal communication unit **25**.

[0092] Next, at the server device **10**, when the reception unit **111** receives a battle start request transmitted from the player terminal **20**, the battle processing unit **112** determines by a random selection whether or not there had been an encounter with an enemy character as a result of a search. When the battle processing unit **112** determines that there has been an encounter with an enemy character, the battle processing unit **112** refers to the enemy character information shown in FIG. **9** and determines the enemy character allowed to appear as the opponent. Then the battle processing unit **112** refers to the player information shown in FIG. **6** to judge whether or not the battle energy of the player is equal to or greater than a predetermined point (e.g., one point or more). When judging that there are enough points, the battle processing unit **112** consumes battle energy to make the image generating unit **113** generate a game image (image data) for battling, and when judging that there are not enough points, recovers the battle energy and makes the image generating unit **113** generate a game image (image data) for battling. Then the battle processing unit **112** transmits the game image (image data) generated by the image generating unit **113** to the player terminal **20** of the requestor via the communication unit **15**.

[0093] Subsequently, the player terminal **20** displays a game screen on the terminal display unit **24** based on the game image (image data) transmitted from the server device **10**.

[0094] FIG. **10** illustrates an example of changes in the screen when one point of battle energy is consumed to battle. An enemy character area **51**, an operation area **52**, and a consumption operation area **53** are included in the game screen **50** displayed on the terminal display unit **24**.

[0095] The image of the enemy character that has appeared as the opponent, enemy character name, enemy character life (HP) and the like are included in the enemy character area **51**. The player can estimate as an index the points to be consumed by referring to the life (HP) of the enemy character.

[0096] The operation area **52** is an area where the player inputs the amount of battle energy (one to three points) to be consumed and includes a first area **521** corresponding to one point of battle energy, a second area **522** corresponding to two points thereof, and a third area **533** corresponding to three points thereof. The operation area **52** also functions as an index indicating the consumption state of battle energy by changing the display mode.

[0097] The consumption operation area **53** is an area where a player performs a manipulated input to consume battle energy by an amount of points input through the operation area **52**. The consumption operation area **53** has displayed text information that corresponds to the points input through the operation area **52**.

[0098] The terminal control unit **21** firstly displays the game screen **50** shown in FIG. **10**A on the terminal display unit **24**. Here, since the battle energy is three points, all areas from the first area **521** to the third area **523** are displayed in the operation area **52**. Further, since three points is selected as the consumption amount of battle energy, the third area **523** is highlighted (shown with a thick black frame in the figure).

[0099] Then the terminal control unit **21** displays the game screen **50** shown in FIG. **10**B by selecting the first area **521** through a player operating the terminal input unit **23**, when displaying the game screen **50** shown in FIG. **10**A on the terminal display unit **24**. At this time, the terminal control unit **21** highlights the first area **521** as well as displays "CONSUME ONE AND BATTLE" as text information in the consumption operation area **53**.

[0100] Next, when the player selects the consumption operation area **53** when the game screen **50** shown in FIG. **10**B is displayed on the terminal display unit **24**, the terminal control unit **21** displays the game screen **50** shown in FIG. **10**C. At this time, the terminal control unit **21** clears the third area **523**, highlights the second area **522** and displays "CONSUME TWO AND BATTLE" in the consumption operation area **53**.

[0101] Thereafter, when the player selects the first area **521** when the game screen **50** shown in FIG. **10**C is displayed on the terminal display unit **24**, the terminal control unit **21** displays the game screen **50** shown in FIG. **10**D. At this time, the terminal control unit **21** highlights the first area **521** and displays "CONSUME ONE AND BATTLE" in the consumption operation area **53**.

[0102] Next, when the player selects the consumption operation area **53** when the game screen **50** shown in FIG. **10**D is displayed on the terminal display unit **24**, the terminal control unit **21** displays the game screen **50** shown in FIG. **10**E. At this time, the terminal control unit **21** clears the second area **522** and the third area **523**, highlights the first area **521** and displays "CONSUME ONE AND BATTLE" in the consumption operation area **53**.

[0103] Thereafter, when the player selects the consumption operation area **53** when the game screen **50** shown in FIG. **10**E is displayed on the terminal display unit **24**, the terminal control unit **21** displays the game screen **50** shown in FIG. **10**F. At this time, the terminal control unit **21** clears the first area **521** to the third area **523** and displays "LET'S RECOVER BATTLE ENERGY!" in the consumption operation area **53**. When this text information is displayed on the consumption operation area **53**, the terminal control unit **21** makes a setting such that the player cannot select the consumption operation area **53**.

[0104] In this way, when the player consumes battle energy until the battle energy reaches zero points, there will be shortage of battle energy so that a battle with an appearing enemy character cannot be started.

[0105] FIG. **11** illustrates an example of changes in the screen when two points of battle energy is consumed to battle.

[0106] The terminal control unit **21** firstly displays the game screen **50** shown in FIG. **11**A on the terminal display unit **24**. Here, all areas from the first area **521** to the third area **523** are displayed in the operation area **52**, and the third area **523** is highlighted (shown with a thick black frame in the figure).

[0107] Then, when the player selects the second area **522** when the game screen **50** shown in FIG. **11**A is displayed on the terminal display unit **24**, the terminal control unit **21** displays the game screen **50** shown in FIG. **11**B. At this time, the terminal control unit **21** highlights the second area **522** and displays "CONSUME TWO AND BATTLE" in the consumption operation area **53**.

[0108] Next, when the player selects the consumption operation area **53** when the game screen **50** shown in FIG. **11**B is displayed on the terminal display unit **24**, the terminal control unit **21** displays the game screen **50** shown in FIG. **11**C. At this time, the terminal control unit **21** clears the second area **522** and the third area **523**, highlights the first area **521** and displays "CONSUME ONE AND BATTLE" in the consumption operation area **53**.

[0109] Thereafter, when the player selects the consumption operation area **53** when the game screen **50** shown in FIG. **11**C is displayed on the terminal display unit **24**, the terminal control unit **21** displays the game screen **50** shown in FIG. **11**D. At this time, the terminal control unit **21** clears the first area **521** to the third area **523** and displays "LET'S RECOVER BATTLE ENERGY!" in the consumption operation area **53**.

[0110] In this way, when the battle energy reaches zero points, a battle with an appearing enemy character cannot be started.

[0111] FIG. **12** illustrates an example of changes in the screen when all battle energy are consumed to battle.

[0112] The terminal control unit **21** firstly displays the game screen **50** shown in FIG. **12**A on the terminal display unit **24**. Here, since all areas from the first area **521** to the third area **523** are displayed and three points are selected as the consumption amount of battle energy, the third area **523** is highlighted (shown with a thick black frame in the figure).

[0113] Then, when the player selects the consumption operation area **53** when the game screen **50** shown in FIG. **12**A is displayed on the terminal display unit **24**, the terminal control unit **21** displays the game screen **50** shown in FIG. **12**B. At this time, the terminal control unit **21** clears the first area **521** to the third area **523** and displays "LET'S RECOVER BATTLE ENERGY!" in the consumption operation area **53**.

[0114] In this way, when the battle energy reaches zero points, a battle with an appearing enemy character cannot be started.

[0115] As described above, the consumption state of battle energy can be displayed on the game screen by changing the display status of the operation screen **52** according to the consumed points, with the changing of the screens shown in FIGS. **10** to **12**. And since text information corresponding to the selected number of points in the operation area **52** is displayed on the consumption operation area **53**, the player himself/herself can confirm the consumption amount while performing a manipulated input. Further, since the player's eye is moved to the operation area **52** on the game screen in both the case where the amount of consumed battle energy is input by the player and the case where the consumption status of battle energy is recognized by the player, the amount of movement of the player's eye is reduced while improving the ease of operation.

[0116] Note that the player terminal **20** accesses the server device **10** when the player selects the consumption operation area **53**. In the server device **10**, the reception unit **111** receives a player's manipulated input information through the player terminal **20**, the battle processing unit **112** updates player information (see FIG. **6**) based on the consumed battle energy, and performs a battle processing that determines the

outcome of the battle between the player character and the enemy character. In this battle processing, parameters such as attack power, defense power, hit points of the player character (see FIG. **7**) and the parameters such as attack power, defense power, life (HP) of the enemy character (see FIG. **9**) are referred.

[0117] FIG. **13** illustrates an example of changes in the screen when one point of consumed battle energy is recovered to battle.

[0118] The terminal control unit **21** firstly displays the game screen **50** shown in FIG. **13**A on the terminal display unit **24**. Here since the battle energy of the player is zero points, all areas from the first area **521** to the third area **523** are cleared from the operation area **52**. Further, "LET'S RECOVER BATTLE ENERGY!" is displayed in the consumption operation area **53**.

[0119] Then the terminal control unit **21** displays a game screen that allows the player select a recovery item, on the terminal display unit **24**, in response to a manipulated input by the player. FIG. **16** shows an example of a game screen that allows the player select a recovery item and includes such as item A (also displays the quantity owned etc.) that recovers the battle energy by one point and item B (also displays the quantity owned etc.) that recovers all the battle points. Here, item A is assumed to be selected.

[0120] Next, when item A is selected by the player when game screen **50** shown in FIG. **16** is displayed on the terminal display unit **24**, the terminal control unit **21** displays the game screen **50** shown in FIG. **13**B. At this time, the terminal control unit **21** highlights the first area **521** as well as displays "RECOVER ONE, CONSME ONE AND BATTLE" in the consumption operation area **53**.

[0121] Subsequently, when item A is selected by the player again when the game screen **50** shown in FIG. **16** is displayed on the terminal display unit **24**, then the terminal control unit **21** displays the first area **521**, highlights the second area **522** and displays "RECOVER ONE, CONSUME TWO AND BATTLE" on the consumption operation area **53**, as shown in FIG. **13**C.

[0122] And subsequently thereafter, when item A is further selected by the player when the game screen **50** shown in FIG. **16** is displayed on the terminal display unit **24**, then the terminal control unit **21** displays the first area **521** and the second area **522**, highlights the second area **523** and displays "RECOVER ONE, CONSUME THREE AND BATTLE" on the consumption operation area **53**.

[0123] By recovering battle energy of one or more points in this way, the player can battle with the appearing enemy character.

[0124] FIG. **14** illustrates an example of changes in the screen when two points of consumed battle energy are recovered to battle.

[0125] The terminal control unit **21** firstly displays the game screen **50** shown in FIG. **14**A on the terminal display unit **24**. Here all areas from the first area **521** to the third area **523** are cleared and "LET'S RECOVER BATTLE ENERGY!" is displayed in the consumption operation area **53**.

[0126] Then, when two item As for recovering one point of battle energy are selected by the player when game screen **50** shown in FIG. **16** is displayed on the terminal display unit **24**, the terminal control unit **21** displays the first area **521** and highlights the second area **522** as well as displays "RECOVER TWO, CONSUME TWO AND BATTLE" in the consumption operation area **53**, as shown in FIG. **14**B.

[0127] Subsequently, when one item A is selected by the player when game screen **50** shown in FIG. **16** is displayed on the terminal display unit **24**, the terminal control unit **21** displays the first area **521** and the second area **522** and highlights the third area **523** as well as displays "RECOVER ONE, CONSUME THREE AND BATTLE" in the consumption operation area **53**, as shown in FIG. **14**C.

[0128] When one or more points of battle energy are recovered in this way, the player can battle with the appearing enemy character.

[0129] FIG. **15** illustrates an example of changes in the screen when all points of consumed battle energy are recovered to battle.

[0130] The terminal control unit **21** firstly displays the game screen **50** shown in FIG. **15**A on the terminal display unit **24**. Here all areas from the first area **521** to the third area **523** are cleared and "LET'S RECOVER BATTLE ENERGY!" is displayed in the consumption operation area **53**.

[0131] Subsequently, when item B for completely recovering the battle energy is selected by the player when game screen **50** shown in FIG. **16** is displayed on the terminal display unit **24**, the terminal control unit **21** displays the first area **521** and the second area **522** and highlights the third area **523** as well as displays "RECOVER THREE, CONSUME THREE AND BATTLE" in the consumption operation area **53**, as shown in FIG. **15**B.

[0132] When battle energy is completely recovered in this way, the player can battle with the appearing enemy character.

[0133] As described above, the recovery state of battle energy can be displayed on the game screen by changing the display status of the operation screen **52** according to the recovered number of points, with changes in the screens shown in FIGS. **13** to **15**. And since text information corresponding to the recovered number of points is displayed on the consumption operation area **53**, the player himself/herself can confirm the amount of recovery with the selected recovery item selected by the player while performing a manipulated input.

[0134] Note that, the player terminal **20** accesses the server device **10** when the player selects a recovery item. In the server device **10**, the reception unit **111** receives manipulated input information of the player through the player terminal **20**, and the battle processing unit **112** updates owned recovery item information (see FIG. **8**) based on the selected recovery item.

[0135] Further, the player terminal **20** accesses the server device **10** when the player selects the consumption operation area **53**. In the server device **10**, the reception unit **111** receives a player' s manipulated input information through the player terminal **20**, and the battle processing unit **112** updates player information (see FIG. **6**) based on the recovered battle energy, and performs a battle processing that determines the outcome of the battle between the player character and the enemy character. In this battle processing, parameters such as attack power, defense power, hit points of the player character (see FIG. **7**) and the parameters such as attack power, defense power, life (HP) of the enemy character (see FIG. **9**) are referred.

Other Embodiments

[0136] The aforementioned embodiment is for facilitating the understanding of the present invention and is not intended to limit the interpretation of the present invention. Variations and modifications may be made within the spirit and scope of the present invention and equivalents thereof are included in the present invention. In particular, embodiments described below are included in the present invention.

Changes in the Screen

[0137] In the aforementioned embodiment, description was given taking examples of changes in the screen shown in FIGS. **10** to **12** as changes in the screens when battle energy is consumed to battle. However, the present invention is not limited to such and changes in the screen shown in FIG. **17** can be used. In other words, the first area **521**, the second area **522**, and the third area **523** in round button shapes can be arranged in a row for display in the operation area **52**, and a player can select any of the areas to input the number of points. And when battle energy of the selected number of points is consumed, the screen is changed to clear the display of the first area **521**, the second area **522** and/or the third area **523** according to the number of points. In this way, the state of the consumed battle energy can be displayed on the game screen by changing the display status in the operation area **52** according to the number of consumed points. Note that, the configuration and the like of the game screen shown in FIG. **17** can also be used when recovering the battle energy.

[0138] Additionally, in the aforementioned embodiment, examples were given with changes in the screen shown in FIGS. **13** to **15** as examples of changes in the screens when consumed battle energy is recovered to battle, however, the present invention is no limited to such. For example, the changes in the screen shown in FIG. **18** can be used. That is, the screen can be changed so that an enemy character area **51**, an operation area **52**, a consumption operation area **53**, a recovery item selection area **54** are displayed on the game screen and the battle energy is recovered by selecting a recovery item shown in the recovery item selection area **54** to be dragged and dropped into the operation area **52**. For example, the screen can be changed so that battle energy of two points is recovered by dragging and dropping the selected recovery item to the second area **522**. In this way, since the player's eye is moved to the operation area **52** on the game screen in both the case where the player inputs the recovery amount of the battle energy parameter and the case where the recovery state of the battle energy parameter is recognized by the player, the amount of movement of the player's eye can be reduced while improving the ease of operation.

Input for Cancellation

[0139] In the aforementioned embodiment, an input operation for cancelling the use of a recovery item can be performed by the player in the operation area **52**. For example, the number of points to be cancelled (recovery amount) can be determined by the player selecting any one of the first area **521**, second area **522** and the third area **523** in the operation area **52** when the operation area **52** is displayed on the game screen. Further, the use of the recovery item may be cancelled by the player operating to close the recovery item selection area **54**. In this way, since the player's eye is moved to the operation area on the game screen in both the case where the player performs an input for cancellation of a recovery amount and the case where the recovery state of the consumption parameter is recognized by the player, the amount of movement of the player's eye can be reduced while improving the ease of operation.

Recovering Battle Energy

[0140] In the aforementioned embodiment, the number of desired recovery items can be determined by the player selecting any one of the first area **521**, second area **522** and the third area **523** in the operation area **52** when the player selects the desired recovery item from the recovery item selection screen shown in FIG. **16**.

Information Processing Device

[0141] In the aforementioned embodiment, a configuration where a part of the function as the information processing device is borne by the server device **10** can be employed. In this case, the server device **10** and the player terminal **20** configure the information processing device.

[0142] Note that, the information processing device is a computer that includes a processor and a memory.

Consumption Parameter

[0143] In the aforementioned embodiment, description of battle energy set to the player was given as an example of a consumption parameter, however, the present invention is not limited to such. The hit parameter set to the player character can be used as the consumption parameter, for example.

1-6. (canceled)

7. A non-transitory computer-readable storage medium storing a game program that is executed by a computer including a processor and a memory, the game program instructing the computer to:

generate a game screen including an operation area that allows a player to input an amount of points to be consumed in a game, the operation area having unit areas, of an amount corresponding to a consumable amount of points, each arranged in a row, and a consumption operation area that allows the player perform an input to consume the points;

receive the input of the amount of points to be consumed from the player by allowing the player to select any one of the unit areas that is arranged in the row, when the game screen is displayed; and

display on the game screen the amount of points to be consumed in the game by highlighting the unit area selected by the player in the operation area, and further, display in the consumption operation area text information corresponding to the amount of points to be consumed in the game, when receiving the input of the amount of points to be consumed from the player.

8. The computer-readable storage medium according to claim **7**, wherein the game program further instructs the computer to:

receive an input to consume the points from the player by having the player select the consumption operation area when the game screen is displayed; and

display a consumption state of the points on the game screen by changing a display state of the operation area according to the amount of points to be consumed when receiving the input to consume the points from the player.

9. The computer-readable storage medium according to claim **7**, wherein the game program further instructs the computer to:

receive an input of an amount of points to be recovered from the player; and

display on the game screen a recovery state of the points by changing a display state of the operation area according to the amount of points to be recovered when receiving the input of the amount of points to be recovered from the player.

10. An information processing device, comprising:

a screen generating unit that generates a game screen including an operation area that allows a player to input an amount of points to be consumed in a game, the operation area having unit areas, of an amount corresponding to a consumable amount of points, each arranged in a row, and a consumption operation area that allows the player perform an input to consume the points;

a reception unit that receives the input of the amount of points to be consumed from the player by allowing the player to select any one of the unit areas that is arranged in the row, when the game screen is displayed; and

a screen display control unit that displays on the game screen the amount of points to be consumed in the game by highlighting the unit area selected by the player in the operation area, and that further, displays in the consumption operation area text information corresponding to the amount of points to be consumed in the game, when receiving the input of the amount of points to be consumed from the player.

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