

ABSTRACT

The present disclosure relates to a method, an apparatus, a device, and a storage medium for controlling game states. The method includes: determining, in response to that an interface call instruction is acquired, a target interface from a plurality of preset interfaces according to the interface call instruction, wherein each of the plurality of interfaces is encapsulated with a state switching condition; acquiring a current state of the game; and transferring the current state to the target interface, and switching the game to a target state according to a state switching condition encapsulated in the target interface and corresponding to the current state by calling the target interface.

[Fig. 1]