CLAIMS

1. A method of processing game states, being applicable to a computer device which comprises a memory and a processor, the method comprising:

in response to a first state switching instruction, switching, by the processor, a game from an idle state to a first state;

acquiring, by the processor, first operation information of one or more operations performed on a first marker by a first object participating in the game in the first state;

in response to detecting a second marker in a preset area, switching, by the processor, the game to a second state;

acquiring, by the processor, second operation information of one or more operations performed on the second marker by a second object participating in the game in the second state;

in response to that a game result is generated based on the second operation information, switching, by the processor, the game to a result processing state;

performing, by the processor, result processing on the first operation information according to the game result; and

in a case that the game is in the second state, in response to determining that the second operation information is abnormal based on a preset operation rule, switching, by the processor, the game to a halt state, wherein the game being in the halt state indicates that the game is halted to deal with abnormal behaviors generated during the game.

2. The method according to claim 1, further comprises:

in a case that the game is in the second state or the result processing state, in response to detecting that the first marker in the preset area is changed, switching the game to the halt state.

3. The method according to claim 1 or 2, further comprises:

in a case that the game is in the halt state,

switching the game to the first state according to the first state switching instruction; or,

switching the game to the second state according to second state switching instruction; or,

switching the game to the result processing state according to result state switching instruction.

4. The method according to any one of claims 1 to 3, wherein, the preset area comprises a first operating area for the first object to perform an operation, acquiring the first operation information of one or more operations performed on the first marker by the first object participating in the game in the first state comprises:

in a case that the game is in the first state, acquiring, based on a video stream of the preset area, the first operation information of one or more operations performed on the first marker by the first object in the first operating area.

5. The method according to claim 4, wherein the first operating area comprises two or more first operating sub-areas, acquiring the first operation information of one or more operations performed on the first marker by the first object in the first operating area comprises:

acquiring the first operation information of one or more operations performed on the first marker by the first object in each of the first operating sub-areas.

6. The method according to any one of claims 1 to 5, wherein the preset area comprises a second operating area for the second object to perform an operation, acquiring the second operation information of one or more operations performed on the second marker by the second object participating in the game in the second state comprises:

in a case that the game is in the second state, acquiring, based on a video stream of the preset area, the second operation information of one or more operations performed on the second marker by the second object in the second operating area.

7. The method according to claim 6, wherein the second operating area comprises two or more second operating sub-areas, acquiring the second operation information of one or more operations performed on the second marker by the second object in the second operating area comprises:

acquiring the second operation information of one or more operations performed on the second marker by the second object in each of the second operating sub-areas.

8. The method according to claim 6 or 7, wherein, generating the game result based on the second operation information comprises:

in a case that the game is in the second state, detecting, based on a video stream of the preset area, second identification information of the second marker in the second operating area;

determining the game result based on the second identification information.

9. The method according to any one of claims 1 to 8, further comprises:

in response to switching the game to the first state, acquiring the first operation information from a detection based on an acquired video stream of the preset area; and/or,

in response to switching the game to the second state, acquiring the second operation information from a detection based on the acquired video stream of the preset area;

wherein, the video stream comprises respective video streams which are synchronously captured in the preset area from a plurality of viewing angles, the plurality of viewing angles comprises at least one side viewing angle and at least one top viewing angle, the at least one side viewing angle comprises a left side viewing angle and/or a right side viewing angle.

10. The method according to any one of claims 1 to 9, acquiring the first operation information of one or more operations performed on the first marker by the first object participating in the game in the first state, comprises:

in response to switching the game to the first state, acquiring the first operation information by performing a detection on a plurality of images comprised in a video stream of the preset area;

wherein, performing a detection on any one of the images comprised in the video stream comprises:

performing a detection on the image to determine current first identification information of the first marker in the image;

determining the first operation information according to a difference between the current first identification information and historical first identification information stored for the game.

11. The method according to any one of claims 1 to 10, acquiring the second operation information of one or more operations performed on the second marker by the second object participating in the game in the second state, comprises:

in response to switching the game to the second state, acquiring the second operation

information by performing a detection on a plurality of images comprised in a video stream of the preset area;

wherein, performing a detection on any one of the images comprised in the video stream comprises:

performing a detection on the image to determine current second identification information of the second marker in the image;

determining the second operation information according to a difference between the current second identification information and historical second identification information stored for the game.

12. The method according to claim 11, wherein

the first marker indicates one or more game coins;

the second marker indicates one or more cards;

the current second identification information or the historical second identification information comprises one or more of the following: card value, suit, information of located area, location information.

13. An apparatus for processing game states, comprising:

a first state switching module, configured to, in response to a first state switching instruction, switch a game from an idle state to a first state;

a first operation information detecting module, configured to acquire first operation information of one or more operations performed on a first marker by a first object participating in the game in the first state;

a second state switching module, configured to, in response to detecting a second marker in a preset area, switch the game to a second state;

a second operation information detecting module, configured to acquire second operation information of one or more operations performed on the second marker by a second object participating in the game in the second state;

a result state switching module, configured to, in response to that a game result is generated based on the second operation information, switch the game to a result processing state;

a result processing module, configured to perform result processing on the first operation information according to the game result; and

a first halt module, configured to, in a case that the game is in the second state, in response to determining that the second operation information is abnormal based on a preset operation rule, switch the game to a halt state, wherein the game being in the halt state indicates that the game is halted to deal with abnormal behaviors generated during the game.

14. The apparatus according to claim 13, further comprises:

a second halt module, configured to, in a case that the game is in the second state or the result processing state, in response to detecting that the first marker in the preset area is changed, switch the game to the halt state.

15. The apparatus according to claim 13 or 14, wherein,

the first state switching module, configured to, in a case that the game is in the halt state, switch the game to the first state according to the first state switching instruction; or,

the second state switching module, configured to, in a case that the game is in the halt state, switch the game to the second state according to second state switching instruction; or,

the result state switching module, configured to, in a case that the game is in the halt

state, switch the game to the result processing state according to result state switching instruction.

16. The apparatus according to any one of claims 13 to 15, wherein the preset area comprises a first operating area for the first object to perform an operation, the first operation information detecting module, configured to, in a case that the game is in the first state, acquire, based on a video stream of the preset area, the first operation information of one or more operations performed on the first marker by the first object in the first operating area.

17. A computer readable storage medium, having a computer program stored thereon, wherein in a case that the computer program is executed by a processor, the method according to any of claims 1 to 12 is implemented.