CLAIMS

1. A method of processing an abnormal event, comprising:

in response to determining that an abnormal event occurs in a game region according to a first image of the game region, determining that a game played in the game region is in an abnormal state and outputting an abnormality promotion through a user interaction apparatus;

in response to obtaining an abnormality recovery instruction, determining a current state of the game based on a second image of the game region, wherein the abnormality recovery instruction is in response to the abnormality promotion, and after a user receives the abnormality promotion and processes an abnormality, the abnormality recovery instruction is sent to recover the game from the abnormal state to a normal state and recover a game detection;

in response to that the current state is a non-abnormal state, switching a detection logic for the game to be corresponding to the current state;

controlling the game to continue by detecting an event and/or an object involved in the game region based on a third image of the game region obtained in the current state and the detection logic corresponding to the current state.

2. The method according to claim 1, further comprises obtaining the abnormality recovery instruction by at least one of:

receiving the abnormality recovery instruction from the user interaction apparatus, wherein the abnormality recovery instruction is triggered by a specified control on the user interaction apparatus; and,

detecting the abnormality recovery instruction from a fourth image of the game region, wherein the fourth image is obtained in the abnormal state of the game.

3. The method according to claim 2, wherein the abnormality recovery instruction is detected in response to detecting from the fourth image any one of:

a specified action performed by a particular user in a specified region;

a specified object placed in a specified region;

a specified object placed in a predetermined manner.

4. The method according to any one of claims 1-3, wherein determining the current state of the game based on the second image of the game region comprises:

determining state information of one or more game props in the game region based on the second image;

determining the current state of the game based on the state information.

5. The method according to claim 4, wherein the state information comprises a number of game props, determining the current state of the game based on the state information comprises:

in response to that the number of the game props is 0, determining that the current state of the game is a pre-state of a game prop operation state;

in response to that the number of the game props is greater than 0 and smaller than a first threshold, determining that the current state of the game is the game prop operation state.

6. The method according to claim 5, wherein the state information further comprises an identifier of the game props and a placement mode of the game props, and determining the current state of the game based on the state information further comprises:

in response to that the state information satisfies a first preset state condition, determining that the current state of the game is a game result processing state, wherein the first preset state condition comprises the number of the game props reaching the first threshold, the placement mode of each game prop being identifier face visible, and the identifiers of the game props satisfying a condition for obtaining a game result;

in response to that the state information satisfies a second preset state condition, determining that the current state of the game is the game prop operation state, wherein the second preset state condition comprises:

the number of the game props reaching the first threshold and the placement mode of at least one game prop being identifier face invisible, or

the number of the game props reaching the first threshold and the identifiers of the game props unsatisfying a condition for obtaining a game result.

7. The method according to claim 5, wherein, in response to determining that the current state of the game is the pre-state of the game prop operation state, switching a detection logic for the game to be corresponding to the current state, comprises:

deleting a stored detection result of the game props, wherein the detection result comprises position information of the game props and identifier information displayed on identifier faces of the game props.

8. The method according to claim 5 or 6, wherein, in response to determining that the current state of the game is the game prop operation state, switching a detection logic for the game to be corresponding to the current state, comprises:

storing a detection result of the game props obtained based on the second image, wherein the detection result comprises position information of the game props and identifier information displayed on identifier faces of the game props.

9. The method according to claim 4, wherein the state information comprises a placement position of the game props and a placement sequence of the game props, and the game region comprises a first sub-region and a second sub-region for placing the game props; determining the current state of the game based on the state information comprises:

in response to that any of the placement positions of the game props is outside of the first sub-region and the second sub-region, determining that the current state of the game is the abnormal state; or,

in response to that the placement sequence of placing the game props in the first sub-region and the second sub-region does not comply with a preset sequence, determining that the current state of the game is the abnormal state.

10. An apparatus for processing an abnormal event, comprising:

an abnormality promoting module, configured to in response to determining that an abnormal event occurs in a game region according to a first image of the game region, determine that a game played in the game region is in an abnormal state and outputting an abnormality promotion through a user interaction apparatus;

a game state determining module, configured to in response to obtaining an abnormality recovery instruction, determine a current state of the game based on a second image of the game region, wherein the abnormality recovery instruction is in response to the abnormality promotion, and after a user receives the abnormality promotion and processes an

abnormality, the abnormality recovery instruction is sent to recover the game from the abnormal state to a normal state and recover a game detection;

a game state switching module, configured to in response to that the current state is a non-abnormal state, switch a detection logic for the game to be corresponding to the current state;

a detecting module, configured to control the game to continue by detecting an event and/or an object involved in the game region based on a third image of the game region obtained in the current state and the detection logic corresponding to the current state.

11. The apparatus according to claim 10, wherein the abnormality recovery instruction is obtained by at least one of:

receiving the abnormality recovery instruction from the user interaction apparatus, wherein the abnormality recovery instruction is triggered by a specified control on the user interaction apparatus; and,

detecting the abnormality recovery instruction from a fourth image of the game region, wherein the fourth image is obtained in the abnormal state of the game.

12. The apparatus according to claim 11, the abnormality recovery instruction is detected in response to detecting from the fourth image any one of:

a specified action performed by a particular user in a specified region;

a specified object placed in a specified region;

a specified object placed in a predetermined manner.

13. The apparatus according to any one of claims 10-12, wherein when used to determine the current state of the game based on the second image of the game region, the game state determining module is specifically configured to:

determine state information of one or more game props in the game region based on the second image;

determine the current state of the game based on the state information.

14. The apparatus according to claim 13, wherein the state information comprises a number of game props;

when used to determine the current state of the game based on the state information, the game state determining module is specifically configured to:

in response to that the number of game props is 0, determine that the current state of the game is a pre-state of a game prop operation state;

in response to that the number of game props is greater than 0 and smaller than a first threshold, determine that the current state of the game is the game prop operation state.

15. The apparatus according to claim 14, wherein the state information further comprises an identifier of the game prop and a placement mode of the game props; when used to determine the current state of the game based on the state information, the game state determining module is further configured to:

in response to that the state information satisfies a first preset state condition, determine that the current state of the game is a game result processing state, wherein the first preset state condition comprises the number of the game props reaching the first threshold, the placement mode of each game prop being identifier face visible, and the identifiers of the game props satisfying a condition for obtaining a game result;

in response to that the state information satisfies a second preset state condition, determining that the current state of the game is the game prop operation state, wherein the second preset state condition comprises the number of the game props reaching the first threshold and the placement mode of at least one game prop being identifier face invisible, or, the number of the game props reaching the first threshold and the identifiers of the game props unsatisfying a condition for obtaining a game result.

16. The apparatus according to claim 14, further comprising:

a deleting module, configured to delete a stored detection result of the game prop in response to determining that the current state of the game is the pre-state of the game prop operation state, wherein the detection result includes position information corresponding the game prop and identifier information displayed on the identifier face of the game prop.

17. The apparatus according to claim 14 or 15, further comprising:

a storing module, configured to, in response to determining that the current state of the game is the game prop operation state, store a detection result of the game props obtained based on the second image, wherein the detection result comprises position information of the game props and identifier information displayed on identifier faces of the game props.

18. An electronic device, comprising:

a processor,

a memory, and

computer programs stored in the memory for execution by the processor, wherein the computer programs are executed by the processor to implement the method according to any one of claims 1-9.

19. A computer readable storage medium, storing computer programs thereon, wherein the computer programs are executed by a processor to implement the method according to any one of claims 1-9.

20. A system for processing an abnormal event, comprising a user interaction apparatus, a service system and an image collection apparatus, wherein the image collection apparatus is configured to collect an image of a game region and send the image to the service system;

the service system is configured to: in response to determining that an abnormal event occurs in a game region according to a first image of the game region, determine that a game played in the game region is in an abnormal state and outputting an abnormality promotion through a user interaction apparatus; in response to obtaining an abnormality recovery instruction, determine a current state of the game based on a second image of the game region, wherein the abnormality recovery instruction is in response to the abnormality promotion, and after a user receives the abnormality promotion and processes an abnormality, the abnormality recovery instruction is sent to recover the game from the abnormal state to a normal state and recover a game detection; in response to that the current state is a non-abnormal state, switch a detection logic for the game to be corresponding to the current state; control the game to continue by detecting an event and/or an object involved in the game region based on a third image of the game region obtained in the current state and the detection logic corresponding to the current state.