

ABSTRACT

The present disclosure provides a method, an apparatus, a device and a storage medium for controlling game states. The method includes: in response to that a game is in a preset prop operating state, obtaining a video stream of a game region, wherein the game region comprises a placement region for placing one or more game items; determining whether a game item is present in the placement region by performing detection on the video stream; in response to that the game item is present in the placement region, determining a state of the game item based on the video stream; and in response to that the game item is in a preset stable state, switching the game to an item operating state.

[Fig. 1]