

ABSTRACT

The present application provides a game information processing method and apparatus, a device, and a computer-readable storage medium. The method comprises: in response to a trigger operation on a status setting entrance displayed on a game application interface, presenting a status selection interface, the status selection interface presenting at least one status type to be selected; in response to a status selection operation received via the status selection interface, determining a target status type; when on the basis of the target status type it is determined that status setting is required, presenting a status setting interface; in response to a status setting operation received via the status setting interface, obtaining status information, the status information at least comprising status content and interaction permission information; and in response to a setting completion operation received via the status setting interface, issuing the status on the basis of the status information, and presenting the status information on a player list interface and on a personal information display interface.

Fig. 4A