

ABSTRACT

Embodiments of this application disclose a game data processing method and apparatus, and a storage medium. The method includes: receiving a cloud gaming livestreaming request for a target cloud gaming transmitted by a cloud gaming client, and establishing a livestreaming service connection between a cloud server and a livestreaming server associated with the cloud gaming client based on the cloud gaming livestreaming request (S101); acquiring game image data and game audio data of the target cloud gaming based on the livestreaming service connection, and recording an image collection timestamp corresponding to the game image data and an audio collection timestamp corresponding to the game audio data (S102); mixing, in response to acquiring to-be-processed audio data of a livestreamer object transmitted by the cloud gaming client, the game audio data and the to-be-processed audio data to obtain mixed audio data (S103); and obtaining a livestreaming data stream corresponding to the target cloud gaming based on the mixed audio data, the audio collection timestamp, the game image data and the image collection timestamp, and delivering the livestreaming data stream to a livestreaming client associated with the cloud gaming client through the livestreaming server (S104).

Fig 3