CLAIMS

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

obtaining, by the processor, a video stream of a game area;

performing, by the processor, a detection on the video stream to determine a number of game items and identification information of each of the game items in the game area;

detecting, by the processor, an item operating object according to the video stream;

in a case that the number of the game items in the game area reaches a first predetermined value, generating, by the processor, a game result according to the number of the game items, the identification information of each of the game items, and a preset game result generation condition; and

in response to that the game result is generated, switching, by the processor, the game to a result processing state;

wherein the preset game result generation condition comprises that a distance between each of the game items and the detected item operating object is greater than a preset distance threshold; and

generating, by the processor, the game result according to the number of the game items, the identification information of each of the game items, and the preset game result generation condition, comprises: in a case that the distance between each of the game items and the detected item operating object is greater than the preset distance threshold, generating, by the processor, the game result according to the number of the game items, and the identification information of each of the game items.

2. The method according to claim 1, wherein, determining the number of the game items and the identification information of each of the game items in the game area, comprises:

in a case that the game is in an item operating state, determining the number of the game items and the identification information of each of the game items in the game area.

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

for each of the game items, detecting a state of an identification surface of the game item according to the video stream, wherein the state of the identification surface comprises a visible state or a hidden state; and,

the preset game result generation condition comprises that the identification surface of each of the game items is in the visible state, generating the game result according to the number of the game items, the identification information of each of the game items, and the preset game result generation condition, comprises:

in a case that the identification surface of each of the game items is in the visible state, generating the game result according to the number of the game items, and the identification information of each of the game items.

4. The method according to any one of claims 1 to 3, further comprises:

detecting location information of each of the game items according to the video stream; and

the preset game result generation condition comprises that the location information of each of the game items remains unchanged for a preset period of time, generating the game result according to the number of the game items, the identification information of each of the game items, and the preset game result generation condition, comprises:

in a case that, the location information of each of the game items remains unchanged for the preset period of time, generating the game result according to the number of the game items, and the identification information of each of the game items.

5. The method according to any one of claims 1 to 4, wherein, the preset game result generation condition comprises a sub-condition corresponding to the number of the game items, generating the game result according to the number of the game items, the identification information of each of the game items, and the preset game result generation condition, comprises:

determining whether the identification information of the game items meets the sub-condition which is corresponding to the number of the game items, to obtain a first determination result; and,

in response to that the first determination result is yes, generating the game result.

6. The method according to claim 5, wherein, generating the game result according to the number of the game items, the identification information of each of the game items, and the preset game result generation condition, further comprises:

in response to that the first determination result is no, remaining the game in an item operating state to perform one or more operations on the game items by an item operating object in the game area when the game is in the item operating state.

7. The method according to claim 6, the preset game result generation condition further comprises that the number of the game items in the game area is lower than a second predetermined value, the second predetermined value is greater than the first predetermined value, generating the game result according to the number of the game items, the

identification information of each of the game items, and the preset game result generation condition, further comprises:

in a case that the game is in the item operating state, and the number of the game items is lower than the second predetermined value, in response to detecting that the number of the game items in the game area increases by 1, determining whether the identification information of the game items meets the sub-condition which is corresponding to the number of the game items, to obtain a second determination result;

in response to that the second determination result is yes, generating the game result; and,

in response to that the second determination result is no, remaining the game in the item operating state.

8. The method according to any one of claims 1 to 7, further comprises:

in response to that the game is switched to the result processing state, displaying the game result in a client.

9. The method according to any one of claims 1 to 8, performing the detection on the video stream further to:

determine operation information of one or more operations performed on the game items by an item operating object in the game area; and

in a case that the operation information is determined as indicating abnormal based on preset operation prohibited information, switch the game to a halt state.

10. The method according to any one of claims 1 to 9, wherein obtaining the video stream of the game area, comprises:

obtaining respective video streams which are synchronously captured in the game area from a plurality of viewing angles.

11. The method according to any one of claims 1 to 10, the game items comprise one or more cards.

12. An apparatus for controlling game states, comprising:

a video stream obtaining unit, configured to obtain a video stream of a game area;

an item detector, configured to perform a detection on the video stream to determine a number of game items and identification information of each of the game items in the game area;

an operating object detector, configured to detect an item operating object according to the video stream;

a result generating unit, configured to, in a case that the number of the game items in the game area reaches a first predetermined value, generate a game result according to the number of the game items, the identification information of each of the game items, and a preset game result generation condition; and

a state switching unit, configured to, in response to that the game result is generated, switch the game to a result processing state;

wherein the preset game result generation condition comprises that a distance between each of the game items and the detected item operating object is greater than a preset distance threshold; and

the result generating unit is configured to, in a case that the distance between each of the game items and the detected item operating object is greater than the preset distance

threshold, generate the game result according to the number of the game items, and the identification information of each of the game items.

13. The apparatus according to claim 12, further comprises an identification surface detector, wherein

the identification surface detector is configured to, for each of the game items, detect a state of an identification surface of the game item according to the video stream, wherein the state of the identification surface comprises a visible state or a hidden state;

the preset game result generation condition comprises that the identification surface of each of the game items is in the visible state; and,

the result generating unit is configured to, in a case that the identification surface of each of the game items is in the visible state, generate the game result according to the number of the game items, and the identification information of each of the game items.

14. The apparatus according to claim 12 or 13, further comprises a location information detector, wherein

the location information detector is configured to detect location information of each of the game items according to the video stream;

the preset game result generation condition comprises that the location information of each of the game items remains unchanged for a preset period of time; and,

the result generating unit is configured to, in a case that the location information of each of the game items remains unchanged for the preset period of time, generate the game result according to the number of the game items, and the identification information of each of the game items.

15. The apparatus according to any one of claims 12 to 14, wherein, the preset game result generation condition comprises a sub-condition corresponding to the number of the game items, and the result generating unit is configured to determine whether the identification information of the game items meets the sub-condition which is corresponding to the number of the game items, to obtain a first determination result; and in response to that the first determination result is yes, generate the game result; and, in response to that the first determination result is no, remain the game in an item operating state to perform one or more operations on the game items by an item operating object in the game area when the game is in the item operating state.

16. The apparatus according to any one of claims 12 to 15, further comprises:

an operation information detector, configured to determine operation information of one or more operations performed on the game items by an item operating object in the game area; and,

an abnormal halt unit, configured to, in a case that the operation information is determined as indicating abnormal based on preset operation prohibited information, switch the game to a halt state.

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 11 is implemented.