

ABSTRACT

Provided are an alarm method and apparatus for a tabletop game, an electronic device and a storage medium. The method includes that: at least one frame of game tabletop image collected in a prop operation stage of a game is acquired; for each frame, a placement position of a preset identity object in the game tabletop image is detected, a tabletop of the game including a placement region corresponding to each game party, and the preset identity object being configured to identify a first game party allowed to operate a game prop; a second game party corresponding to the placement position of the preset identity object is determined according to the placement region corresponding to each game party; and in a case where the first game party is inconsistent with the second game party, alarm information for characterizing a placement error of the preset identity object is output.

FIG. 1