CLAIMS

1. A method of displaying a process of a game, the method comprising:

receiving, by a client, first service information from a service end, and displaying a picture of a game region corresponding to a first identifier according to the first identifier for identifying a game region type of the game in the first service information, wherein there is a pre-stored first mapping relationship between the first identifier and the picture of the game region, and wherein a communication connection is established between the client and the service end, and the service end is configured to obtain service information obtained by monitoring one or more game items in the game;

receiving, by the client, second service information from the service end, and according to a second identifier and position information of the game item in the second service information, displaying the game item corresponding to the second identifier in a corresponding position in the picture of the game region, wherein the second service information is generated in response to a change of any one of state, number and position of the game items.

2. The method of claim 1, wherein displaying the picture of the game region corresponding to the first identifier according to the first identifier for identifying the game region type of the game in the first service information comprises:

obtaining a pre-stored first mapping relationship between a identifier of a game region type and a picture of a game region;

displaying the picture of the game region corresponding to the first identifier according to the first identifier in the first service information and the first mapping relationship.

3. The method of claim 1, wherein displaying the game item corresponding to the second identifier in the corresponding position in the picture of the game region according to the second identifier and the position information of the game item in the second service information comprises:

obtaining a pre-stored second mapping relationship between an identifier of a game item and an image of the game item;

determining an image of a game item identified by the second identifier according to the second identifier in the second service information and the second mapping relationship;

displaying the image of the game item identified by the second identifier in the corresponding position in the picture of the game region according to the position information of the game item in the second service information.

4. The method of any one of claims 1-3, wherein the game region comprises at least two operation zones, wherein a respective operation zone is used for operation for a corresponding type of the game items;

at least one of the operation zones comprises a plurality of sub-zones, wherein a respective sub-zone is used for operation of a game item of a corresponding game character.

5. The method of claim 4, wherein displaying the image of the game item identified by the second identifier in the corresponding position in the picture of the game region according to the position information of the game item in the second service information comprises:

determining an identifier of a sub-region where the game item is located according to the position information of the game item;

determining a locating box in the picture of the game region according to the identifier of the sub-region;

determining a scaling factor of the image of the game item identified by the second identifier according to a type of the game item and a size of the picture of the game region;

performing scaling for the image of the game item identified by the second identifier according to the scaling factor and displaying the scaled image in the locating box.

6. The method of claim 5, wherein determining the locating box in the picture of the game region according to the identifier of the sub-region comprises:

obtaining a third mapping relationship of a game item sequence of the sub-region and a preset locating box;

obtaining a number of game items displayed in a display region corresponding to the sub-region in the picture, and determining a target sequence according to the number of displayed game items;

determining the locating box according to the target sequence and the third mapping relationship.

7. The method of claim 5 or 6, wherein the locating box is a rectangular box with four pixel points as vertices in the picture of the game region.

8. The method of any one of claims 1-7, wherein displaying the game item corresponding to the second identifier in the corresponding position in the picture of the game region comprises:

drawing an image of the game item identified by the second identifier in the corresponding position in the picture of the game region.

9. The method of any one of claims 1-8, further comprising:

sending a first game control instruction to the service end such that the service end adjusts a game state according to the first game control instruction; and/or,

receiving a second game control instruction from the service end, and adjusting the game state according to the second game control instruction, wherein the second game control instruction is generated by the service end or input by an interaction end for interaction with a game manager.

10. The method of any one of claims 1-9, further comprising:

obtaining operation behavior information in the second service information, and determining a display manner of the game item in the picture according to the operation behavior information, wherein the operation behavior information comprises information for performing operation for the game item.

11. The method of claim 10, wherein determining the display manner of the game item in the picture according to the operation behavior information comprises:

in response to that the operation behavior information represents that the game item is taken away, determining the display manner of the game item as removed from the corresponding position in the picture;

in response to that the operation behavior information represents that the game item is placed in, determining the display manner of the game item as added in the corresponding position in the picture.

12. The method of any one of claims 1-11, further comprising:

storing the received first service information and second service information;

generating a video of a game process according to the stored first service information and second service information.

13. The method of any one of claims 1-12, wherein the game item comprises at least one of game coin, playing card, insurance card and identification card.

14. A method of displaying a process of a game, the method comprising:

sending, by a service end, first service information to a client, such that the client displays a picture of a game region corresponding to a first identifier according to the first identifier for identifying a game region type of the game in the first service information, wherein there is a pre-stored first mapping relationship between the first identifier and the picture of the game region, and wherein a communication connection is pre-established between the service end and the client, and the service end is configured to obtain service information obtained by monitoring one or more game items in the game;

sending, by the service end, second service information to the client, such that the client displays the game item corresponding to a second identifier in a corresponding position in the picture of the game region according to the second identifier and position information of the game item in the second service information, wherein the second service information is generated in response to a change of any one of state, number and position of the game items.

15. The method of claim 14, further comprising:

receiving a first game control instruction from the client, and adjusting a game state according to the first game control instruction; and/or,

generating a second game control instruction or receiving the second game control instruction input by an interaction end for interaction with a game manager, and sending the second game control instruction to the client, such that the client adjusts the game state according to the second game control instruction.

16. The method of claim 14 or 15, wherein the first service information is generated based on a video stream of a game process; and/or,

the second service information is generated based on the video stream of the game process.

17. An apparatus for displaying a process of a game, the apparatus comprising:

a first receiving module, configured to receive first service information from a service end, and display a picture of a game region corresponding to a first identifier according to the first identifier for identifying a game region type of the game in the first service information, wherein a communication connection is established between the service end and a client to which the apparatus is applied, and the service end is configured to obtain service information obtained by monitoring one or more game items in the game;

a second receiving module, configured to receive second service information from the service end, and display the game item corresponding to a second identifier in a corresponding position in the picture of the game region according to the second identifier and position information of the game item in the second service information, wherein the second service information is generated in response to a change of any one of state, number and position of the game items.

18. An apparatus for displaying a process of a game, the apparatus comprising:

a first sending module, configured to send first service information to a client, such that the client displays a picture of a game region corresponding to a first identifier according to the first identifier for identifying a game region type of the game in the first service information, wherein a communication connection is pre-established between the client and a service end to which the apparatus is applied, and the service end is configured to obtain service information obtained by monitoring one or more game items in the game;

a second sending module, configured to send second service information to the client, such that the client displays the game item corresponding to a second identifier in a corresponding position in the picture of the game region according to the second identifier and position information of the game item in the second service information, wherein the second service information is generated in response to a change of any one of state, number and position of the game items.

19. An electronic device, comprising a processor, a memory and computer instructions stored in the memory and run on the processor, wherein the processor is configured to, when executing the computer instructions, implement the method of any one of claims 1-16.

20. A computer readable storage medium storing computer programs, wherein the computer programs are executed by a processor to implement the method of any one of claims 1-16.