

## ABSTRACT

Disclosed in the embodiments of the present application are a task scheduling method, a game engine, a device and a storage medium. The method is applied to a game engine which comprises a task scheduling system and a plurality of task processing systems, wherein the plurality of task processing systems are respectively responsible for processing different tasks, each task processing system is configured with a corresponding task processing stage and a running association relationship in the task processing stage, and the running association relationship is used for representing a running dependency relationship between the task processing system and other task processing systems. The method comprises: when a game engine operates in a stage to be executed, specific task processing systems respectively generating tasks to be executed that the task processing systems are respectively responsible for processing, and transmitting said tasks to a task scheduling system; and the task scheduling system allocating processing threads in a CPU for said tasks on the basis of the load condition of the processing threads in the CPU and according to respective running association relationships of the specific task processing systems in the stage to be executed. By means of the method, overall control for a parallel condition of a CPU can be realized.

Fig. 1