CLAIMS

1. A method of processing a game image, comprising:

obtaining a game image captured for a game area, the game area comprises an operating area for operating a game prop and a preset marker;

acquiring a first detection result of a game prop within the operating area and a second detection result of a preset marker within the operating area by performing a detection based on the game image;

determining, based on the first detection result and the second detection result, whether the game prop and the preset marker within the operating area meet a preset first alert condition; and

generating an alert message in a case that the game prop and the preset marker within the operating area meet the first alert condition;

wherein, the game prop comprises a first game prop and a second game prop, and the operating area comprises:

a first operating area, being an operating area for the first game prop,

a second operating area, being an operating area for the second game prop, and

a third operating area, being an operating area for the preset marker; and

the game prop and the preset marker within the operating area meet the first alert condition comprises:

the second detection result indicates that the preset marker meets the marker normal condition corresponding to the first game prop and a number of the preset marker within the third operating area is not zero, but the first detection result indicates that the second game prop does not meet a prop normal condition corresponding to the preset marker.

2. The method according to claim 1, wherein, the game prop and the preset marker within the operating area meet the first alert condition further comprises:

the preset marker does not meet a marker normal condition corresponding to the first game prop; or

the game prop does not meet the prop normal condition corresponding to the preset marker.

3. The method according to claim 2, wherein,

the first detection result comprises a number of the first game prop within the first operating area, and

the second detection result comprises a number of the preset marker within the third operating area; and

the preset marker does not meet the marker normal condition corresponding to the first game prop comprises:

the number of the first game prop is lower than a predetermined threshold and the number of the preset marker is greater than 0.

4. The method according to claim 2, wherein,

the first game prop comprises a card,

the first detection result comprises card face information of a card within the first operating area, and

the second detection result comprises a type of the preset marker within the third operating area; and

the preset marker does not meet the marker normal condition corresponding to the first game prop comprises:

a type of a reference marker determined based on the card face information of the card is inconsistent with the type of the preset marker.

5. The method according to claim 2, wherein,

the first game prop comprises a card,

the first detection result comprises card face information of a card within the first operating area, and

the second detection result comprises a number of the preset marker within the third operating area; and

the preset marker does not meet the marker normal condition corresponding to the first game prop comprises:

a reference number of a marker determined based on the card face information of the card is inconsistent with the number of the preset marker.

6. The method according to claim 1, wherein,

the second game prop comprises game coins,

the first detection result further comprises a total amount of game coins within the second operating area, and

the prop normal condition corresponding to the preset marker comprises an amount range of game coins; and

the second game prop does not meet the prop normal condition corresponding to the preset marker comprises:

the total amount of game coins within the second operating area is out of the amount range of game coins;

wherein, the amount range of game coins is determined based on at least one of:

a type of the preset marker within the third operating area; or

a denomination of the game coins within the second operating area during a preset game phase.

7. The method according to claim 1, wherein,

the third operating area comprises two or more marker operating sub-areas and each marker operating sub-area corresponds to a game character;

the second operating area comprises two or more prop operating sub-areas and each prop operating sub-area corresponds to a game character;

the game character corresponding to the prop operating sub-area corresponds to the game character corresponding to the marker operating sub-area in a one-to-one correspondence;

the first detection result comprises a prop operating sub-area where the second game prop is located in the second operating area, and

the second detection result comprises a marker operating sub-area where the preset marker is located in the third operating area; and

the game prop and the preset marker within the operating area meet the first alert condition further comprises:

the marker operating sub-area where the preset marker locates in the third operating area and the prop operating sub-area where the second game prop is located in the second operating area correspond to different game characters.

8. The method according to claim 1, further comprises:

determining, based on the first detection result and a historical detection result of the game prop, whether a current game prop within the operating area and a historical game prop within the operating area meet a preset second alter condition; and

generating an alert message in a case that the current game prop within the operating area and the historical game prop within the operating area meet the second alter condition.

9. The method according to claim 8, wherein,

the game prop comprises game coins,

the first detection result comprises a current total amount of game coins within the operating area for a specified game participant during a current game phase, and

the historical detection result comprises a historical total amount of game coins within the operating area for the specified game participant during a preset game phase; and

the current game prop within the operating area and the historical game prop within the operating area meet the second alter condition, comprises:

the current total amount of game coins exceeds the historical total amount of game coins.

10. An apparatus for processing a game image, comprising:

an obtaining module, configured to obtain a game image captured for a game area, the game area comprises an operating area for operating a game prop and a preset marker;

a first acquiring module, configured to acquire a first detection result of a game prop within the operating area by performing a detection based on the game image;

a second acquiring module, configured to acquire a second detection result of a preset marker within the operating area by performing a detection based on the game image;

a determining module, configured to determine, based on the first detection result and the second detection result, whether the game prop and the preset marker within the operating area meet a preset first alert condition;

an alert module, configured to generate an alert message in a case that the game prop and the preset marker within the operating area meet the first alert condition;

wherein, the game prop comprises a first game prop and a second game prop, and the operating area comprises:

a first operating area, being an operating area for the first game prop,

a second operating area, being an operating area for the second game prop, and

a third operating area, being an operating area for the preset marker; and

the game prop and the preset marker within the operating area meet the first alert condition comprises:

the second detection result indicates that the preset marker meets the marker normal condition corresponding to the first game prop and a number of the preset marker within the third operating area is not zero, but the first detection result indicates that the second game prop does not meet a prop normal condition corresponding to the preset marker.

11. A system of processing a game image, comprising:

an image acquiring unit, set around a game area for capturing the game area to obtain a game image, the game area comprises an operating area for operating a game prop and a preset marker;

a processing unit which is to communicate with the image acquiring unit, configured to:

acquire a first detection result of a game prop within the operating area and a second detection result of a preset marker within the operating area by performing a detection based on the game image;

determine, based on the first detection result and the second detection result, whether the game prop and the preset marker within the operating area meet a preset first alert condition; and

generate an alert message in a case that the game prop and the preset marker within the operating area meet the first alert condition;

wherein, the game prop comprises a first game prop and a second game prop, and the operating area comprises:

a first operating area, being an operating area for the first game prop,

a second operating area, being an operating area for the second game prop, and

a third operating area, being an operating area for the preset marker; and

the game prop and the preset marker within the operating area meet the first alert condition comprises:

the second detection result indicates that the preset marker meets the marker normal condition corresponding to the first game prop and a number of the preset marker within the third operating area is not zero, but the first detection result indicates that the second game prop does not meet a prop normal condition corresponding to the preset marker.

12. A computer readable storage medium, having a computer program stored thereon, wherein when the computer program is executed by a processor, the method according to any one of claims 1 to 9 is implemented.

13. A computer device, comprising a memory, a processor, and a computer program stored on the memory and executable on the processor; wherein when the computer program is executed by the processor, the method according to any one of claims 1 to 9 is implemented.