

ABSTRACT

The present disclosure relates to the field of computer vision technology, and in particular to a method, an apparatus, a device and a storage medium for detecting a game item. The method of detecting a game item includes: detecting, based on an acquired video stream of a game playing in a game area, first position information of a game item within the game area and second position information of an operation object for the game item; determining, in response to determining that a positional relationship between the game item and the operation object is changed from overlapping with each other to separating from each other based on the first position information and the second position information, that the game item is in an operation completed state. The detection method of the present disclosure can reduce the interference of motion or being sheltered on the recognition for the game item, which is beneficial to improve the accuracy of subsequent recognition task(s).

[Fig. 3]