

ABSTRACT

A method, an apparatus, a device and a storage medium for controlling game states is provided in the disclosure, wherein the method includes: obtaining a video stream of a game area; performing a detection on the video stream to determine a number of game items and identification information of each of the game items in the game area; in a case that the number of the game items in the game area reaches a first predetermined value, generating a game result according to the number of the game items, the identification information of each of the game items, and a preset game result generation condition; and in response to that the game result is generated, switching the game to a result processing state.

[Fig. 1]