

ABSTRACT

The present disclosure provides a game monitoring method, a game monitoring apparatus, a device and computer-readable storage medium. An image or video collection for a game area is performed, a state of a designated object within the game area is determined based on at least one collected frame, and a detection for the game area is stopped in response to determining that the designated object is in a first state and resumed in response to determining that the designated object is switched from the first state to a second state. Through the above solution, scenarios in which a game host performs some specific operations on the designated object, e.g. a game prop withdrawing device, can be identified automatically based on an image or video of the game area, and the detection for a game area can be stopped or resumed when these scenarios begin or end, which achieves monitoring the game more intelligently.

[Fig. 3]