

ABSTRACT

The present disclosure provides a game stage switching method and apparatus, and a storage medium. The method includes: obtaining video streams of a game desktop; performing respectively target object detection on a plurality of image frames included in the video streams; and in response to detecting a specific target object in at least one image frame in the video streams, switching a game progress stage at a time point corresponding to the first image frame in a plurality of continuous image frames where the specific target object is detected.

Figure 1