

ABSTRACT

Methods, devices and systems for processing game images are provided by embodiments of the present disclosure. By detecting a game prop and a preset marker involved in a game image, a first detection result and a second detection result are acquired respectively for determining whether the game prop and the preset marker meet a preset first alert condition, and in a case that the first alert condition is satisfied, an alert message is generated automatically. In this way, wrong operations to the game prop and/or the preset marker within the game area can be detected automatically. As the above process does not involve any manual operations, it has relatively high detection efficiency and relatively low detection cost.

[Fig. 1]