CLAIMS

1. A game monitoring method, comprising:

performing an image or video collection for a game area;

determining a state of a designated object within the game area based on at least one collected frame;

in response to determining that the designated object is in a first state, stopping a detection for the game area; and

in response to determining that the designated object is switched from the first state to a second state, resuming the detection for the game area;

wherein the determining the state of the designated object within the game area based on the at least one collected frame comprises:

recognizing whether the designated object has a first feature based on the at least one collected frame, and if yes, determining that the designated object is in the first state; or

recognizing whether the designated object has a second feature based on the at least one collected frame, and if yes, determining that the designated object is in the second state;

wherein the designated object comprises at least a game prop withdrawing device;

wherein the first feature comprises that: a cover of the game prop withdrawing device is open; or

wherein the second feature comprises that: the cover of the game prop withdrawing device is closed.

2. The method according to claim 1, wherein the at least one collected frame comprises a plurality of collected frames;

wherein the determining the state of the designated object based on the at least one collected frame comprises:

in response to determining that the designated object in a certain collected frame has the first feature, recognizing whether the first feature changes in a next frame, and if yes, clearing a first counter, otherwise incrementing the first counter by 1; and

in response to determining that a value of the first counter reaches a first counting threshold, determining that the designated object is in the first state;

or,

in response to determining that the designated object in a certain collected frame has the second feature, recognizing whether the second feature changes in a next frame, and if yes, clearing a second counter, otherwise incrementing the second counter by 1; and

in response to determining that a value of the second counter reaches a second counting threshold, determining that the designated object is in the second state.

3. The method according to claim 1 or 2, further comprising:

determining a coverage ratio of an operating component with respect to all or a part of the designated object, wherein the operating component is configured to operate the designated object; and

in response to determining that the coverage ratio is less than a preset threshold, determining that the designated object with the first feature is in the first state, or the designated object with the second feature is in the second state.

4. The method according to claim 3, wherein the determining the coverage ratio of the operating component with respect to all or the part of the designated object comprises:

determining a first detection box corresponding to all or the part of the designated object;

determining a second detection box corresponding to the operating component; and

determining the coverage ratio of the operating component with respect to all or the part of the designated object based on a coverage ratio of the second detection box with respect to the first detection box.

5. The method according to claim 3 or 4, wherein the determining the coverage ratio of the operating component with respect to the part of the designated object comprises:

determining a coverage ratio of the operating component with respect to a cover of a game prop withdrawing device.

6. The method according to claim 1, wherein the designated object further comprises a mark part for fixing game props in the game prop withdrawing device;

wherein the first feature further comprises that: the mark part is placed in a preset manner; or

wherein the second feature further comprises that: the mark part is not detected within the game area.

7. The method according to claim 6,

wherein the recognizing whether the designated object has the first feature comprises:

in response to recognizing that the cover of the game prop withdrawing device is open, recognizing whether the mark part is placed in the preset manner; or

wherein the recognizing whether the designated object has the second feature comprises:

in response to recognizing that the cover of the game prop withdrawing device is closed, recognizing whether the mark part is not detected within the game area.

8. The method according to claim 6 or 7, wherein the preset manner comprises that:

the mark part is placed a designated side outside the game prop withdrawing device.

9. The method according to any one of claims 1-8, further comprising:

in response to determining for a first time that the designated object is in the first state, recording and/or prompting corresponding first time information; or

in response to determining that the designated object is switched from the first state to the second state, recording and/or prompting corresponding second time information.

10. The method according to any one of claims 1-9, further comprising:

in response to determining that a game enters a target stage, determining the state of the designated object based on the at least one collected frame.

11. The method according to claim 10, further comprising:

in response to detecting that a number of game props within the game area is 0, determining that the game enters the target stage.

12. The method according to any one of claims 1-11, further comprising:

in response to detecting that the designated object meets a preset warning condition, sending out a warning message.

13. A game monitoring apparatus, comprising:

a collecting module, configured to perform an image or video collection for a game area;

a state determining module, configured to determine a state of a designated object within the game area based on at least one collected frame; and

a detection-switching module, configured to stop a detection for the game area in response to determining that the designated object is in a first state, and resume the detection for the game area in response to determining that the designated object is switched from the first state to a second state;

wherein the determining the state of the designated object within the game area based on the at least one collected frame comprises:

recognizing whether the designated object has a first feature based on the at least one collected frame, and if yes, determining that the designated object is in the first state; or

recognizing whether the designated object has a second feature based on the at least one collected frame, and if yes, determining that the designated object is in the second state;

wherein the designated object comprises at least a game prop withdrawing device;

wherein the first feature comprises that: a cover of the game prop withdrawing device is open; or

wherein the second feature comprises that: the cover of the game prop withdrawing device is closed.

14. An electronic device, comprising a processor, a memory, and computer programs stored in the memory for execution by the processor, wherein the computer programs are executed by the processor to implement the method according to any one of claims 1-12.

15. A computer-readable storage medium storing computer-readable programs thereon, wherein the programs are executed by a computer to implement the method according to any one of claims 1-12.