# Article information:

发布流程 · 小游戏创作工具  
<https://gamemaker.weixin.qq.com/doc/minigame/release.html>

# Article summary:

1. There are three ways to share a game created with the visual production tool: preview and experience, share to the community, and publish as an independent game.

2. To publish as an independent game, users must register a game account and fill out information in the Mini Program page.

3. After completing the game content introduction, users can submit for review and then select full release to make the game available to the public.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article is generally reliable and trustworthy in its presentation of information about how to publish a game created with a visual production tool. The article provides clear instructions on each step of the process, from previewing and sharing with friends to registering a mini program account and submitting for review. It also notes important considerations such as setting up downloadFile domain names in order for sound resources to load properly when publishing as an independent game.

The only potential bias in this article is that it does not explore any counterarguments or risks associated with publishing games using this tool. It is possible that there could be some risks involved in doing so that are not mentioned here, such as copyright infringement or other legal issues that could arise from publishing games without proper authorization or permission. Additionally, while the article does provide detailed instructions on how to publish a game using this tool, it does not provide any advice on how to create a successful or engaging game using this tool, which could be beneficial for readers who are new to creating games.

# Topics for further research:

* Copyright infringement risks for game publishing
* Legal considerations for game publishing
* Tips for creating successful games
* Strategies for engaging game design
* Best practices for game publishing
* How to obtain permission for game publishing

# Report location:

<https://www.fullpicture.app/item/5f7137e00100ca4e9785038a872b4b6a>