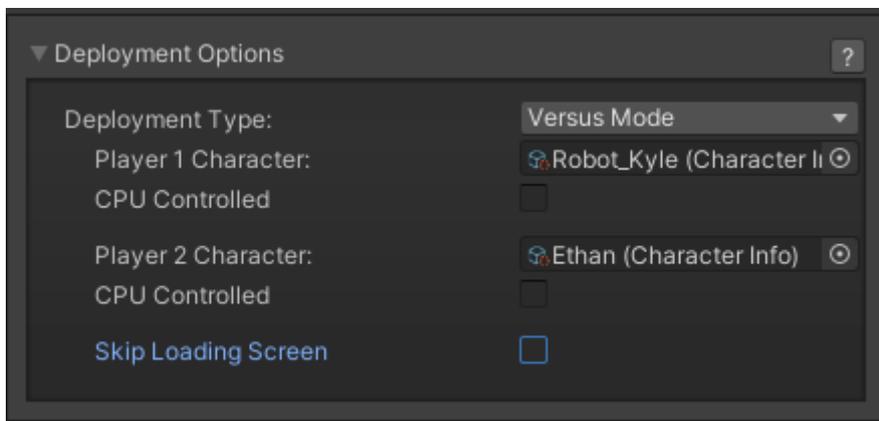# Deployment Options

Allows you to select different ways to initiate the game. You can use this option to separate the built-in GUI and load UFE's game engine directly through scene calling.

Deployment Type:

- **Full Interface:** Starts the game normally, with all GUI Menus.
- **Versus Mode:** Starts the game in Versus Mode with pre-selected characters.
- **Training Mode:** Starts the game in Training Mode with pre-selected characters.
- **Challenge Mode:** Starts the game in Challenge Mode with a pre-selected challenge.

Skip Loading Screen: Skips the loading screen for Versus or Training Mode. Use this feature for testing only, as some features must be preloaded ahead of the game.

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