

Story Mode

Set a sequence of battles with intros, selectable characters, bosses, rivals, and much more.



Selectable Characters (Story Mode): Which [characters](#) From your [character roster](#) are selectable in the character selection screen on Story Mode?

Selectable Characters (Versus Mode): Which [characters](#) from your [character roster](#) are selectable in the character selection screen on Versus Mode?

Allow Mirror Matches: If toggled, the selected character can face itself during Story Mode.

Use the same story for all characters: If untoggled, each character will have his/her own opening/ending scene and group of characters to fight.

Fight Groups

Group Name: Random Fights
Fight Mode: Fight Against All Oppone

▼ Opponents

Opponent: Mike
Possible Stages: Training Room
Before the battle: Texture Open
After the battle: Texture Open

Opponent: Joan
Possible Stages: Training Room
Before the battle: Texture Open
After the battle: Texture Open

Opponent: Mecanim_Bot
Possible Stages: Training Room
Before the battle: Texture Open
After the battle: Texture Open

New Opponent

Group Name: Boss Fight
Fight Mode: Fight Against All Oppone

▼ Opponents

Opponent: Robot Kyle
Possible Stages: Training Room
Before the battle: Texture Open
After the battle: Texture Open

New Opponent

Story

- Opening Scene (TextureStoryModeOpeningScreen)
- Ending Scene (TextureStoryModeEndingScreen)
- Fight Groups: Define the opponents the selected character must face in order to beat Story Mode.

Random AI

▼ AI Options

AI Engine: Random AI

Attack When Enemy is Down

Move When Enemy is Down

Input Frequency (seconds); 0

▼ Distance Behaviours (3)

Opponent Distance: Close

Proximity between 0 and 30

Move Forward Probability: 0

Move Back Probability: 0.3

Jump Probability: 0.6

Crouch Probability: 0.5

Attack Probability: 0.9

Opponent Distance: Mid

Proximity between 31 and 70

Move Forward Probability: 0.6

Move Back Probability: 0.3

Jump Probability: 0.5

Crouch Probability: 0.5

Attack Probability: 0.1

Opponent Distance: Far

Proximity between 71 and 100

Move Forward Probability: 0.9

Move Back Probability: 0

Jump Probability: 0.6

Crouch Probability: 0.5

Attack Probability: 0

New Distance Behaviour

Based on distance, Random AI uses weight values to determine which direction/button has the highest chances of being pressed

Attack When Enemy is Down: Do we attack when the enemy is down?

Move When Enemy is Down: Do we move when the enemy is down?

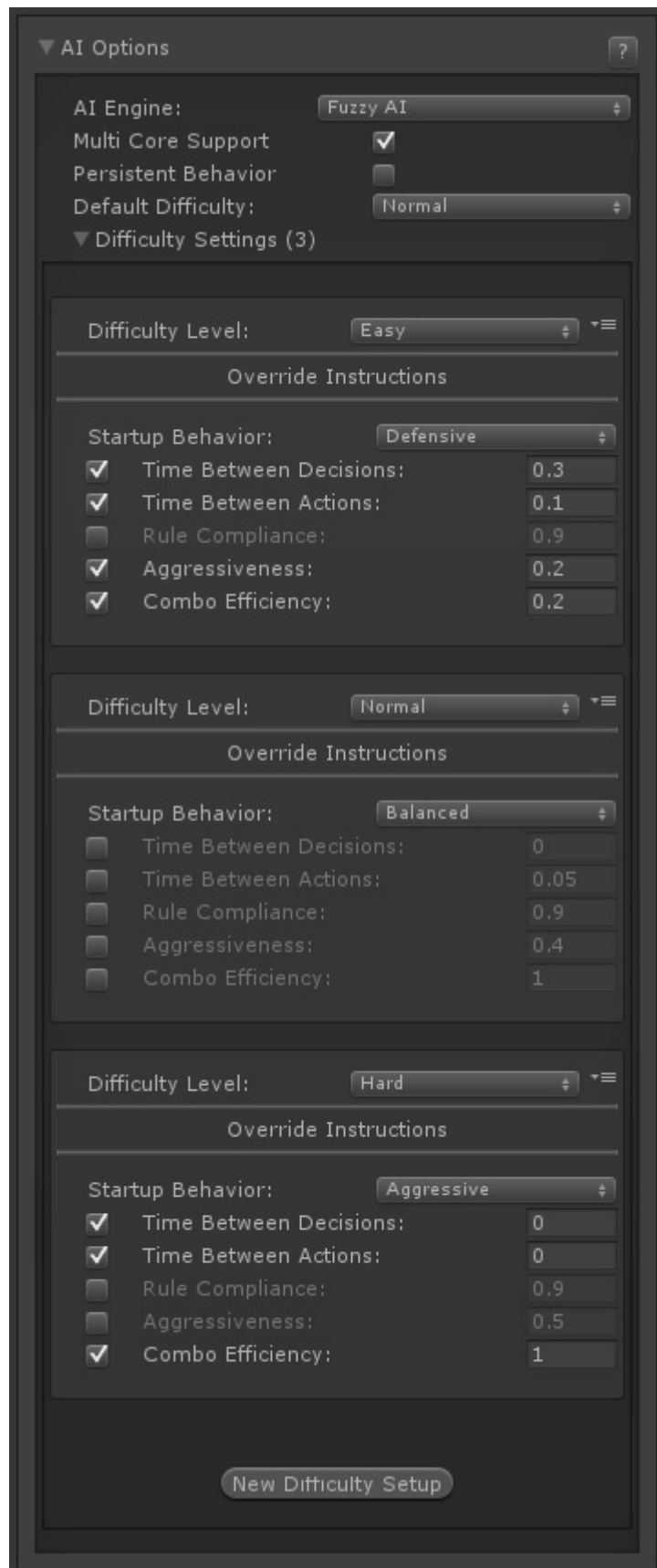
Input Frequency (seconds): How often (per second) the AI does an input.

Distance Behaviours: Expand to set distance dependent behaviours.

- Opponent Distance: Choose one of 7 presets (predefined in). Note: Proximity range will change dependent on preset chosen.
 - Move Forward Probability: Chance of moving forward (0.0-1.0)
 - Move Back Probability: Chance of moving back (0.0-1.0)
 - Jump Probability: Chance of jumping (0.0-1.0)
 - Crouch Probability: Chance of crouching (0.0-1.0)
 - Attack Probability: Chance of attacking (0.0-1.0)
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Fuzzy AI

(Requires [Fuzzy AI Addon](#))



Fuzzy AI allows for robust decision sets that can have some of its [instructions](#) overridden depending on the difficulty settings chosen.

Multi Core Support: Tells UFE to run decision making process in its own thread. Multicore reduces CPU usage significantly, but makes the weight calculation slightly slower. Multicore puts the weight calculation into the Update() function, which makes the CPU run the process separately.

Persistent Behavior: When toggle the AI will remain on the same instruction behaviour they were in on the round before. Untoggle to reset it back to default after each round.

Default Difficulty: Choose from 6 difficulty settings. Each can be detailed in the below Difficulty Settings.

Difficulty Settings: Expand to edit each difficulty setting. Click New Difficulty Setup to add a new setup.

- Difficulty Level: Which difficulty level you're setting up
- Override Instructions: Toggle which variable this difficulty settings will override.
 - Startup Behavior: Sets the initial [behavior](#) characters will starts from.
 - Time Between Decisions: Overrides the loaded instruction's value for [time between decisions](#).
 - Time Between Actions: Overrides the loaded instruction's value for [time between actions](#).
 - Rule Compliance: Overrides the loaded instruction's value for [rule compliance](#).
 - Aggressiveness: Overrides the loaded instruction's value for [aggressiveness](#).
 - Combo Efficiency: Overrides the loaded instruction's value for [combo efficiency](#).

For more on Fuzzy A.I. [click here](#).

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From:
<http://ufe3d.com/> - **Universal Fighting Engine**

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Last update: **2015/05/14 22:10**

