

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.

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

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.

Story

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

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