

# 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.

The screenshot displays the 'Fight Groups' configuration window. It is divided into two main sections: 'Random Fights' and 'Boss Fight'.

**Random Fights Section:**

- 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** button

**Boss Fight Section:**

- 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** button

**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)
- \* Before the battle (TextureConversationBeforeBattleScreen)

- \* After the battle (TextureConversationAfterBattleScreen)
- 

[< Back to Global Editor](#)

From:

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

Permanent link:

<http://ufe3d.com/doku.php/global:storymode?rev=1431658323>

Last update: **2015/05/14 22:52**

