

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: Textur Open
After the battle: Textur Open

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

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

New Opponent

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

▼ Opponents

Opponent: Robot Kyle
Possible Stages: Training Room
Before the battle: Textur Open
After the battle: Textur 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.
 - Opponent: The character that will face the player

- Possible Stages: Which stage(s) can be selected for this battle (multiple choice)
 - 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=1431658437>

Last update: **2015/05/14 22:53**

