

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, which 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:** 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)

Boss Fight Section:

- 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)

Each section includes a 'New Opponent' button at the bottom.

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).
 - Opponent: The character that will face the player

- Possible Stages: Which stage(s) can be selected for this battle
 - Before the battle (TextureConversationBeforeBattleScreen)
 - After the battle (TextureConversationAfterBattleScreen)
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From:

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

Permanent link:

<http://ufe3d.com/doku.php/global:storymode?rev=1431658474>

Last update: **2015/05/14 22:54**

