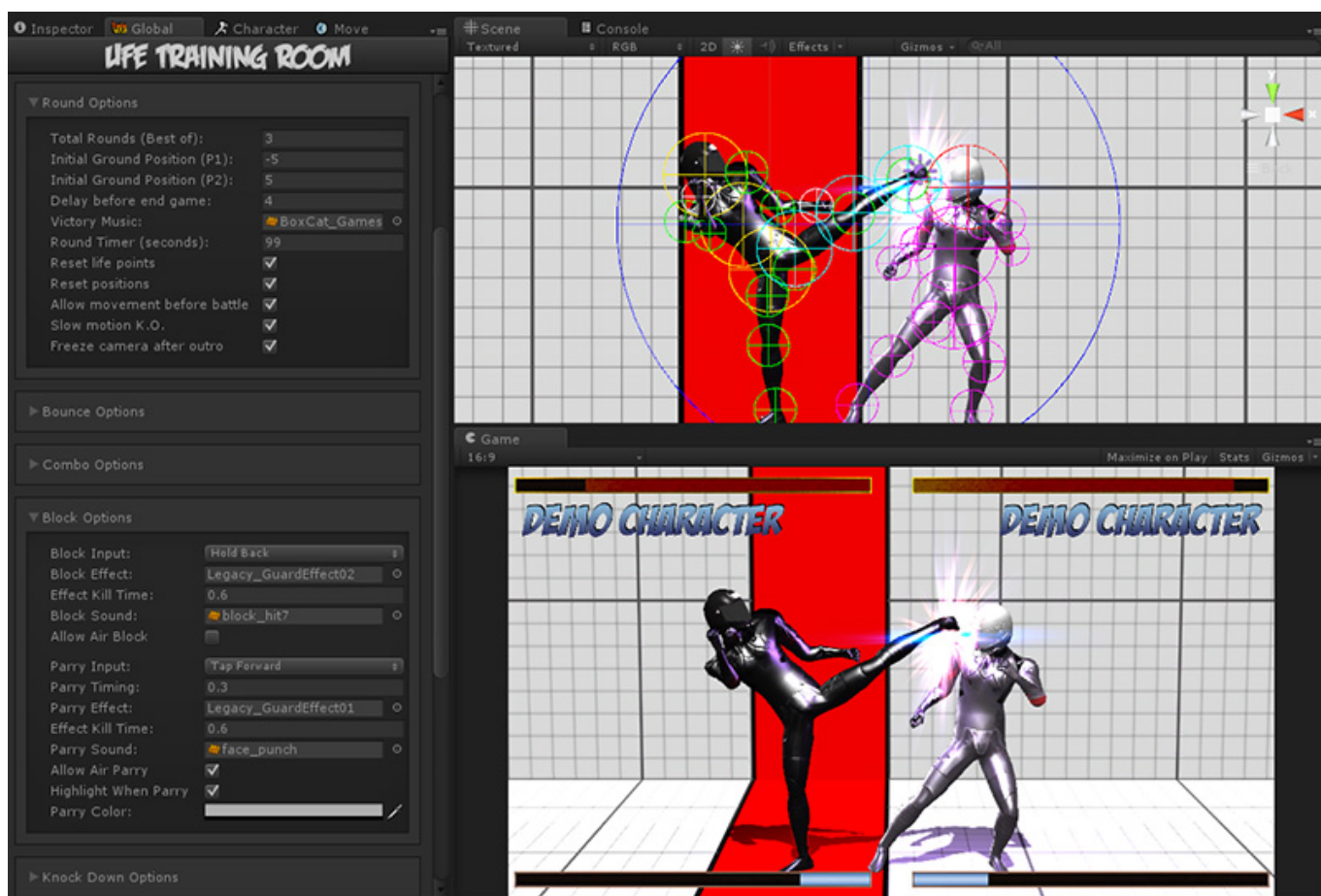# Universal Fighting Engine (UFE)

Universal Fighting Engine (or U.F.E.) is a tool designed to help indie developers and small companies to make their own 2.5D/3D fighting game using a **full open source**[1] framework and easy to use visual editors. Those who studied fighting games have probably realized just how complex even the smallest thing is when dealing with balance and frame data. Charts upon charts of information you just can't see while playing, not to mention the highly complex aspects of hitboxes and unique physics. That's where Universal Fighting Engine comes in. UFE provides you with an open fighting game engine ready to use, highly customizable data frame and easy to use character and move editors similar to those used by Capcom and NeatherRealm to create games like Street Fighter 4, Mortal Kombat and Ultimate Marvel vs Capcom 3.
Currently UFE only supports 2.5D gameplay, but it will soon also support full 3D arena (Tekken, Dead or Alive, Virtual Fighter, etc.).

For more information, video tutorials, feature request and how to acquire UFE, visit this link.

Gameplay Videos:

Video

Video

Content navigation:

- Installation
- Global Editor
- Character Editor
- Move Editor
- Upcoming Features
- Coding with UFE (Advanced)
- Change Log

[1)]

Product also available in cheaper core script compiled versions

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

Permanent link:
http://ufe3d.com/doku.php/start?rev=1389067482

Last update: **2014/01/06 23:04**