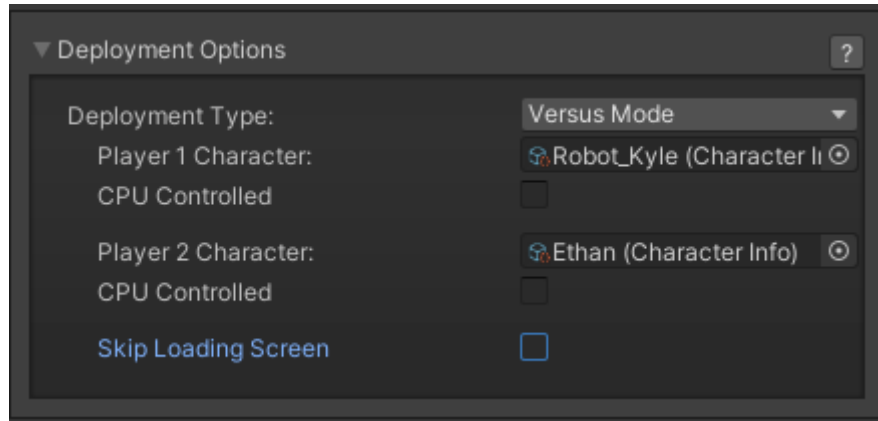


Deployment Options

Allows you to select different ways to initiate the game. You can use this option to separate the built-in GUI and load UFE's game engine directly through scene calling.



Deployment Type:

- Full Interface: Starts the game normally, with all [GUI Menus](#).
- Versus Mode: Starts the game in Versus Mode with pre-selected characters.
- Training Mode: Starts the game in [Training Mode](#) with pre-selected characters.
- Challenge Mode: Starts the game in [Challenge Mode](#) with a pre-selected challenge.

Skip Loading Screen: Skips the loading screen for Versus or Training Mode. Use this feature for testing only, as some features must be preloaded ahead of the game.

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