

# 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)
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From:

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

