# UFE

**Universal Fighting Engine** (or UFE) is a Unity toolkit to build your own fighting game using a variety of templates and easy-to-use editors. Quick Play: ufe3d.com/play



This toolkit comes with a variety of tools specially designed to help small companies and indie developers to make their own fighting game using an **open source**<sup>1)</sup> 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, NetherRealm and Namco to create games like Street Fighter, Mortal Kombat, Tekken and others.

Current Version: 2.6.0

Universal Fighting Engine works with both the free and pro version of Unity. Requires Unity 2021<sup>2)</sup> or higher

1/6

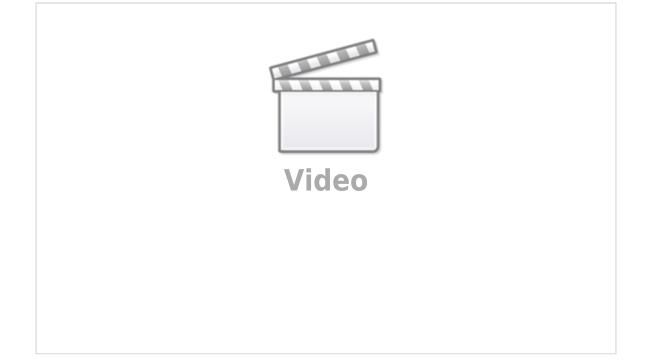


# **Content Navigation**

- Play Demo
- Installation
- Video Tutorials
- Global Editor
- Character Editor
- Move Editor
- Custom Hitbox Editor (2D Animation)
- A.I. Editor (Fuzzy AI)
- Coding with UFE (Advanced)
- UFE 2 Netcode
- Change Log
- Upcoming Features
- Mecanim Control
- Buy UFE
- Forum
- Discord
- Patreon
- Unity's official thread

## Videos

For more videos visit UFE's official youtube channel.



#### **Tutorials:**



Video



Video



Video



Video

#### Showcase:



Video



Video

### **Features and Prices**

#### Available on Payhip or Unity's Asset Store

UFE2	Lite	Basic	Standard	PRO	Source	Patreon
	\$59	\$99	\$199	\$349	\$499	Tier 4 +
<ul> <li>2D Support</li> </ul>						
<ul> <li>♦ Simple AI</li> </ul>		<b>~</b>	<b>~</b>		$\checkmark$	<b>~</b>
♦ Fuzzy AI	×	<			<ul><li>✓</li></ul>	
<ul> <li>Challenge Mode</li> </ul>	×	$\checkmark$	$\checkmark$			Image: A start of the start
<ul> <li>Character Assist</li> </ul>	×	×	<			<b>2</b>
<ul> <li>Network Support</li> </ul>	×	×	<b>~</b>		$\checkmark$	
<ul> <li>3D Gameplay Mode</li> </ul>	×	×			<ul><li>✓</li></ul>	
<ul> <li>Rollback Netcode</li> </ul>	×	×	×		$\checkmark$	
♦ Replay Tools	×	×	×		<ul><li>✓</li></ul>	
<ul> <li>Full Open Source</li> </ul>	×	×	×	×	$\checkmark$	
<ul> <li>Unlimited Seats</li> </ul>	×	×	×	×	×	
<ul> <li>Repository Access</li> </ul>	×	×	×	×	×	$\checkmark$

<b>① Upgrade</b>	Lite	Basic	Standard	PRO	Source
→ UFE 1.x Basic	\$29	\$59	\$149	\$299	\$449
→ UFE 1.x PRO	\$29	\$39	\$99	\$199	\$349
$\rightarrow$ UFE 1.x Source	Free	\$29	\$49	\$99	\$249
→ UFE 1.x Bundle	Free	Free	\$29	<b>\$</b> 99	\$199

#### Payhip:

Lite | Basic | Standard | Pro | Source

#### Asset Store: Lite | Basic | Standard | Pro | Source

You can upgrade from version to version by just paying the difference at any time. For more information click here.

Help us keep the updates going! Visit our Patreon page: https://www.patreon.com/mindstudios

1)

Product also available in cheaper compiled versions 2)

or Unity 2017+ if you own UFE Source

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

Permanent link: http://www.ufe3d.com/doku.php/start?rev=1704367327

Last update: 2024/01/04 06:22

