In the art style section, there are lots of evocative, imagery-heavy adjectives/nouns that would help give a clear idea of the aesthetics: “nightmare,” “hallucination,” “surreal,” “fever dream,” “fractured,” “distorted,” “glitchy,” “demented,” etc.

The strongest features of the game:

1. The entire experience takes place in Sigma’s mind during a split second between boss stages.
2. The controls will be as smooth and challenging as any Megaman X game, but the player is facing waves of Megamen.
3. The art style is unique, and complements the established Megaman aesthetic very nicely.