Showing the elemental enhancement through UI(during combat):

* Have the color of the element be displayed in the background of the character’s portrait in the upper corners.
* Add a gradient to the super meter in the lower corners
  + There could be a natural color for meter that fades into the color of the element vertically

Showing the elemental enhancement through the character:

* The color of the element will show up in the characters unique special moves
  + The color of the fireball will be an elemental color
  + Visual effects that appear with either character’s rushing or reversal attack will have a color that represents the element
* Have the color of the element be displayed through some accessory or highlight on the character’s person.
  + An accessory such as a headband or gloves
  + A highlight such as a particular design on the character’s clothes such as a pattern or a stripe.