**Character Select Screen Improvements**

* A form of platform (pedestal) for the characters to stand on
* A tinted version of the elemental images to show which one is selected; a highlighted box to indicate which element is selected
* Elemental selection takes the form of a Mandala Wheel
* Make elemental selection easily visible (more centered, on the same level as the character)
  + Shorten the character portrait, have the Mandala wheel visible to the side of the character
  + Ensure that all Elements are mostly visible at the same time (Mandala Wheel is partially visible, selected element is fully shown, others are partially visible/shown by color)
* Have the element select show up after the Character is selected
  + Character is chosen, then the Mandala Wheel drops down from above, covering the character
* Character color selection: small set of boxes showing each color
* Replace buttons with new set
* P1 and P2 individual highlight
* Show character portraits/character names akin to traditional fighting games
* Background currently too simple, something new with more detail is necessary for the finished product
* Option for choosing button configuration (Keep Button Settings or Change Button Setings)

**Stage Select Screen**

* Random Stage Button
* Change the background to reflect the character select screen background
  + Or have the background change to the select stage, chosen characters are shown standing on that stage
* Update button for first stage to show the updated image of the stage
* Make Highlighted stage obvious
* Pick the stage and go, no “are you sure”

**Fight UI**

* Have numbers by the special meters
* Healthbars start to flash when low on health
* Different color for the special meter depending on the element (Green = life, Yellow/Orange = Time, Purple = Death, Blue = Space)
* Different gradient for character portraits? (Currently doesn’t look that flashy)
* Combo counters
* Change color of element box from blue to another color
  + Have the color change based on the element, a color to allow the element to stand out
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