**Title:** Research on How to Implement a Layering Effect on a JFrame in Java Swing

**Why:** Our Game Interface would be greatly improved by having some if not all of the elements of the game elements layered on the background of the game

**What you expect to learn/do:** The code or modules that will be effected by this implementation is the GUI.java as well as the main driver program once we get all the logic for the game integrated with the GUI. ( The GUI will eventually become the main driver once its fully integrated with our backend main)

**What do you expect to do with it, including any code you expect to write:**

The tasks in Jira that will be dependant on this research or training is PS-35 (Poke Images/ Some Components of GUI should be layered on Background). I expect to use this training to rework the current code for the battle frame in our GUI. I will use the elements i’ve already established that make up the various battle frame elements (such as the background, the pokemon gifs, the attack submission bar, the players name, attack buttons, etc) with the new JLayeredPane rather than using JFrames like I had originally used in the Sprint 1 implementation. As we add more features to the battle interface we will continue to work to layer them onto the initial background of the battle simulation.