**Crushing Bugs**

1. I first created 2 const for the reset button and label box, this is to add function and eventually an eventlistener.
2. **I added the function for the drop box, when a label is already there, you cannot add another label to the already existing label-box.**
3. **I then add a function for the reset button, the user can now use the reset button to reset the game, putting all the label back.**
4. **Afterwards, I added an eventlistener for the reset button, making sure the function is called out when the user click on the reset button**