### **Functionality Plan**

**Bug #1** is you can drag and drop more than one puzzle piece into a drop zone - this shouldn’t happen. There should only be one piece in one drop zone at a time:

**Solution #1:**

Retrieve the ID of clicked button

function changeBGImage() {

const bgID = this.id;

Update puzzle pieces images

puzzlePieces.forEach(piece => {

const prevPieceImage = piece.getAttribute('src');

piece.src = prevPieceImage.replace(/\d/g, bgID);

});

Reset dropped pieces to puzzlePiecesBox

dropZones.forEach(zone => {

const droppedPiece = zone.firstChild;

if (droppedPiece) {

puzzlePiecesBox.appendChild(droppedPiece);

droppedPiece.classList.remove("dropped");

}

});

}

**Bug #2** is the problem with pieces appearing in the drop zones on reset / choosing a new puzzle.

**Solution #2:**

Prevent default behavior of dropping an item

function handleDrop(e) {

e.preventDefault();

console.log('dropped something on me');

Check if drop zone already contain child elements

if (this.children.length >= 1) {

}

Check if drop zone doesn't contain any child elements means empty and ready to accept dropped piece

else {

this.appendChild(draggedPiece);

}

}

**Bug #3** Reset button is not working

**Solution #3:**

Create for loop through each puzzle piece, remove from the puzzle board, remove the “dropped” class from each piece and append back to the container to reset all items

function resetPuzzle() {

for (let i = 0; i < puzzlePieces.length; i++) {

const piece = puzzlePieces[i]; piece.classList.remove("dropped"); piece.parentNode.removeChild(piece); puzzlePiecesBox.appendChild(piece); }

**}**