**Bug1:**

**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.**

S1: save the variables “puzzlepiece img” and “drop-zone”.  
S2: if the drop-zone.children.length>0

S3: end the drop function by return

**Bug2:**

**is the problem with pieces appearing in the drop zones on reset / choosing a new puzzle. Those should be removed / reparented back to the drag zone as well, so that the player has a fresh board to drop onto.**

S1: save the variables “puzzle-piece” “drop-zone” and “buttonHolder img”.

S2: every time change the button img(background image), the puzzle pieces div will append every element removed from the drop-zone.