

## **Drag and drop puzzles Game - CRUSHING BUGS**

### **Analyze the problem and solution plan**

- 1) The first bug is it can drag and drop more than one puzzle piece into a drop zone - this shouldn't happen. It should only be one piece in one drop zone at a time.

#### **Solve Bugs:**

If the drop zone already occupied, **this** cannot allow other pieces to be dropped. It should be **returned** to the container.

**this children length > 0 → return**

- 2) The second bug is the problem with pieces appearing in the drop zones when resetting/choosing a new puzzle. Those should also be removed/reparented back to the drag zone so that the player has a fresh board to drop onto.

#### **Solve Bugs:**

**Reset** and move the puzzle pieces back to the drag zone with called if background image click/reset button click.

**ResetButton** addEventListener & at function changeBGImage(event)

- 3) The original puzzle pieces are still there when the player selects another background, but the corresponding puzzle pieces do not appear.

#### **Solve Bugs:**

**Set** the current puzzle

If the puzzle selected, only display the corresponding pieces, other should be display none.

Selected the current puzzle, show the relevant appendChild.