First Bug –

There should not be the option to place more than one piece in a spot of the puzzle. When one piece is already placed, the other three should be blocked from going into that spot.

Adding a line of code to the handledrop function to return the puzzle piece if there is already one there is how fix this bug.

Second Bug –

The pieces should reset when selecting a different puzzle board. The board itself should clear all pieces that were still placed there from the previous puzzle, and those pieces should move back to the original drag zone.

To get the puzzle pieces off of the board when selecting a new background image, using removeChild will clear the drop zone of the pieces that have already been placed there.