DRAG AND DROP PUZZLE WORKING PLAN

BUG -1

There should be only one piece in one drop zone at a time and not multiple pieces in one zone. In the present state, one is able to drag and drop more than one puzzle piece into a drop zone. This can be solved by the following way.

SOLUTION-

If the dropzone has any child the function should return. This can be achieved by setting the function inside the drop handler to drop a piece, only if the drop zone is empty. But if it is not empty, i.e even if the div has one piece, the function should stop or exit with a return. This will not allow more than one piece in one dropzone.

BUG-2

The pieces in the drop zone appear even on the reset. This should not be the case, the drop zone has to be clear for the user to have a fresh board to drop the pieces onto.

SOLUTION-

This can be solved by working in the resetPuzzlePieces function. dropZones is the variable used for all the four divs. By looping through them with forEach and emptying out their contents on the reset will resolve this issue. This is achieved by setting their innerHTML to a blank string. This will empty out the contents on the reset and the user will have a fresh board to drop the pieces.