**Drag & Drop Written Plan**

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For this assignment, we were given a drag and drop program that mostly works. There are a few bugs that need crushing that I will attempt to fix.

**About the Program**

The program is a simple drag and drop puzzle game. You can drag the 4 pieces from the drag zone on the left and place them into the drop zone on the right. Get all 4 pieces in the correct place and you will see a fully complete image.

Refresh the page to play again

**Bugs**

There are 2 main bugs that need crushing for this to work as intended. The first bug being the puzzle pieces don’t reset back to the drop zone when the image is changed. The other bug is that you can stack the puzzle pieces on top of each other which should not happen.

**Solutions**

To fix bug #1, we would need a loop element that will check is there are any puzzle pieces in the drop zone when the image is changed. Then, if there are any, the function will return them back to the drag zone where they started.

To fix bug #2, we would have to add another loop which will check the drop zone for a child element. Then if a child is found is the spot where you are dragging over, it will prevent a drop and move it back to the drag zone. This should stop the pieces from stacking and making the puzzle very difficult.