Puzzle Game Bug Fixing:

The following game is a simple drag and drop puzzle game. User have to drag the puzzle pieces and place them in the drop zone (which is in the center right). When finished with game, user can try another puzzle/image by clicking following of the images provided below the puzzle zone.

This game is made with Html, Css and JavaScript.

# Bugs :

1. User can have add many pieces into one position. (Which shouldn’t be the case)
2. When trying for another puzzle, the gameboard is already filled with puzzle instead of being positioned to the left(dragZone).

# Solution :

Bug 1 : (Multiple pieces in one position)

* We can check the dropped function, where the dragged elements (puzzle pieces) are handled.
* We can apply the of function on the event to see if the existing position already has a piece on it.

Bug 2 : (Reset Problem)

* We can make a new function called checkEL [which will check the presence of existing child (puzzle pieces) on the parent (the Game board) ]
* We can then apply this function to the

dropZone.forEach( zone => zone…..

* After that we apply another function where the DragZone (Parent 1 ) would be given their children (puzzle pieces) back. We can do this by using the appendChild method.
* Then we can apply this function to the dropZone ..zones.

*Note : Solution not working are commented .*