

Written Plan

Problem #1:

“You can drag and drop more than one puzzle piece into a drop zone - this breaks things. There should only be one piece in one drop zone at a time. “

To solve this problem, I will need the program to notice that there is already a piece placed there and to not place the piece there when released.

Problem #2:

“The second bug is the problem with pieces appearing in the drop zones on reset. Those should be removed as well, so that the player has a fresh board to drop onto.”

To solve this, I need to make the page reset when I click on each different puzzle. This will be done with the resetPuzzlePieces function.