This mind-boggling game is all about dragging and dropping puzzle pieces with the utmost precision.

The user has the power to select any of the 4 puzzle pieces and carefully shuffle them into a drop-zone, where they will remain until further notice.

Only one piece per drop-zone is permitted, so the user must think carefully before making each move.

To add to the excitement, the user can also choose from a selection of 4 captivating background images to enhance their puzzle board experience.

However, when the user selects a new background image, the pieces will retreat to their original puzzle pieces area.

It is crucial to keep track of which piece the user is dragging, which drop zone they have selected, and whether or not a piece is already occupying that zone, to prevent any mishaps.

To get started, the user can first select their desired background image by collecting all available options and attaching an event listener. This will trigger a function to execute said functionality.

By utilizing the background-image property and passing a URL, the style property of the element can be changed to enhance the user's experience.

To seamlessly switch between background images, the user can simply click on the desired image, and the ID can be extracted using 'this'. By matching up the IDs with strategically named images, the image path can be swapped with ease.

Let the games begin!