

## **Path: Crushing the Bugs in the Puzzle Piece Game**

While working on the project, I had trouble with puzzle pieces overlapping and sticking in the wrong places. Using console logs helped at first, but more problems arose, so I changed my approach. I started using structured functions, which made the code better organized and more reliable, fixing the original problem and making it easier to handle future bugs and new features.

When I encountered another bug, I created a new variable and event listener to fix it. Asking my classmates for help with puzzle piece positioning was crucial. Their idea of using `this.id`` made the solution more flexible and solved the issue.

These challenges and working with others improved the project a lot, showing the importance of continuous improvement and systematic problem-solving. Debugging not only made the project work better but also improved my JavaScript and web development skills. Each bug was a chance to learn and become more resilient in programming.