



Crushing the Bugs in The Puzzle Piece Game

I am tasked with tackling and conquering the bugs with the puzzle piece coding. The task is to analyze the instructions carefully, identify the issues, and fix them. Turning those pesky bugs into a smooth, flawless game experience!

The user can select any of the four puzzle pieces and drag them into a designated drop zone. Once a piece is dropped into a zone, it will remain there. Only one piece will be allowed in each drop zone at a time. Additionally, the user can choose any of the four background images at the bottom to change the puzzle board's background. When a new background image is selected, the puzzle pieces will return to the puzzle pieces area.

Requirements:

1. Identify which piece the user is dragging.
2. Determine into which drop zone a piece has been dropped.
3. Check if a drop zone already contains a piece and prevent another piece from being dropped there.
4. Identify which background image the user has clicked on to change the puzzle board's background accordingly.

Functionality: Allow the user to select a puzzle background

All the background images have been gathered and attached to event listeners to detect which image the user has clicked on. A 'let' variable has been created to store the background images. 'querySelectorAll' has been used to select them all at once and event listeners using 'forEach' loop have been added. Next, the background image property needs to be changed by modifying the 'style' property of an element. (The 'background image' property has already been set in CSS with a URL). Lastly, we can determine which image the user clicked on by using 'this' to get the ID. By strategically naming the images and matching IDs, the ID can be used to swap the image path.