

### **Homework 3: Puzzle Bugs**

In this drag and drop game, one puzzle piece should be in one drop. And reset when choose a new puzzle.

Bug 1:

Another puzzle piece disappears when dragged onto a drop zone already occupied with a puzzle piece.

Solution:

1. Add puzzles only if the falling area is empty.
2. If `childElementCount` is 0, add puzzle pieces.
3. Otherwise, if `childElementCount` is 1, cannot add puzzle piece.

Bug 2:

Puzzle pieces remain in drop zones when player selects a new puzzle.