Drag & Drop Puzzle

ISSUE 1: The first issue that I ran into was that the bottom left puzzle piece image was floating to the far left bottom of he puzzle board. This lead to the bottom left puzzle piece not attaching to the rest of the puzzle.

How did I fix it?: I look through the code to see if I had made any errors and I found it. On line 64 in the CSS. The original code was this .bl img { bottom: 0; }. I then relized that nothing was broken, and it was a simple mistake. I then fixed it buy simply switching out bottom for right .bl img { right: 0; }. This then fixed the problem.

ISSUE 2: You can drag and drop more than one puzzle piece into a drop zone. There should only be one piece in one drop zone at a time.

How did I fix it?: I haven't yet. I understand the process and what I need to do but just need to figure out exactly how to do it. I need to only allow 1 image to be placed at once. Anytime the user drops a second image it should remove child or maybe lower opacity, letting the user know it's not going to work.

ISSUE 3: 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.

How did I fix it?: I haven't yet. I understand the process and what I need to do but just need to figure out exactly how to do it. I need to remove the current puzzle pieces on board when the user clicks on a new puzzle. Once the user clicks on the other puzzle I believe we would use an event listener and then call the function (resetPuzzlePeices).