

## 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 the puzzle board. This led 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 realized that nothing was broken, and it was a simple mistake. I then fixed it by 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?:** 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. I ended up figuring out how to remove child and not let the user accomplish the drop. Once the user drops a piece onto another piece the piece just goes back to the image container. This fixed the problem.

**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 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 it calls the `resetPuzzlePieces` function and then the `piecesBoard.innerHTML = ""`; clears the remaining images from the container. This fixed the problem.