**Drag and Drop Bug Fix Plan**

**Multiple Pieces in One Drop Zone:**

Currently you can drop multiple puzzle pieces in a drop zone at a time. Pieces get hidden underneath each other and move with the puzzle piece that is on top.

To fix this, write an if statement that checks to see if the drop zone has a child. If the drop zone already has a child (a puzzle piece), return false in the event listener for dropping before the data transfer to break the execution there. Otherwise the execution continues.

**Puzzle Pieces Don’t Reset on Puzzle Toggle:**

Currently when you toggle to another puzzle, the pieces that you have previously put on the board will remain.

To fix this, remove all children (using removeChild) of the drop zone elements in the resetPuzzlePieces function before calling the createPuzzlePieces function.