

Drag and Drop Puzzle Game

Roadmap

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-Setup HTML divs-

Layout for the Puzzle

-Link CSS styling-

Makes the puzzle more aesthetically pleasing

-Make variables for puzzle pieces, drop zones, board-

Make pieces able to be dragged and fit into the puzzle

-Log drag events-

Tell the program something is being placed in the drop zone

-Check if children (pieces) occupy slots-

Makes sure multiple pieces don't cause problems

-Change board upon request-

Click the bottom thumbnails