

Homework 3: Crush puzzle game bugs

Fix bugs in drag and drop puzzle game. There should only be one puzzle piece in one drop zone. The puzzle game should also reset with all puzzle pieces on the left and empty drop zones on the right when player selects a new puzzle.

Bug 1: New puzzle piece disappears when dragged onto a drop zone already occupied with a puzzle piece.

Solution:

- Only append puzzle piece when drop zone is empty
- If childElementCount is 0, add puzzle piece
- Else if childElementCount is 1, replace current puzzle piece with new puzzle piece
- Then return old puzzle piece back to left dock

Bug 2: Puzzle pieces remain in drop zones when player selects a new puzzle.

Solution:

- When player switches puzzles, remove child from each drop zone and return them to left dock
- Use a new function?