You need to implement a drag and drop puzzle game with the following functionalities:

1. Allow the user to select a puzzle background.
2. Enable the user to drag and drop puzzle pieces into drop zones.
3. Keep track of which puzzle piece the user is dragging.
4. Identify which drop zone the user has dropped a piece into.
5. Prevent the user from dropping more than one piece into a drop zone.
6. Reset puzzle pieces to the puzzle pieces area when the background image changes.

For step 1, you need to:

- Collect all background images and attach an event listener to each.
- Use event delegation or a loop to add event listeners.
- When an image is clicked, identify it using this and its id.
- Swap the background image using JavaScript by changing the style.backgroundImage property.

For the drag and drop functionality, you'll need to:

- Implement drag and drop events for the puzzle pieces.
- Keep track of the piece being dragged.
- Identify the drop zone where the piece is dropped.
- Check if a piece is already in the drop zone and prevent dropping another.

By handling these steps, you can create a functional drag and drop puzzle game.