Drag and Drop Puzzle Bugs

This is my written plan of the current bugs that need to be fixed and how I plan to solve those bugs. Below I will list the bugs and the solutions to them.

**Drop Zone**

The user is able to drag an image into a box that already has an image.

To fix this

**Puzzle Reset**

When a new puzzle is selected, the current images should disappear off the board, so the new game can be played.

To fix this issue I will try to