**First Bug**

*(Dragging more than one piece to a drop zone breaks things.)*

1. In AllowDrop, check if there’s already a child in the zone
2. If there is, AllowDrop **returns false**
3. To check if there’s a child:
   1. Use parentNode to make an array(?) with the children, f the children array length is 0, execute the rest of the AllowDrop function - **OR**
   2. Check for a ‘has piece’ class (that we add to the drop zone after we’ve dropped a piece)

**Second Bug**

*(Pieces still appear in the drop zones on reset.)*

1. Add reset button in html/css.
2. Add ‘drag zone’ variable using querySelector ‘puzzle-pieces’
3. Add ResetPuzzle function. *On click:*
4. Check if the zone is empty. If it is, do nothing (**return false**). If it’s not, *continue:*
5. For each drop zone (using the .forEach function)
   1. Get the index of the piece in the zone,remove it from the drop zone, append it to the drag zone - **OR**
   2. Remove all children from the zone
   3. If there’s a ‘has piece’ class on the zone, remove it to make it empty again