Crushing Bugs for Drag and Drop Puzzle Game

In the created game setting, there are a couple of bugs that needs to be fixed. The first bug is that player can drag and drop any puzzle piece into the drop zone, however, only the correct piece should be dropped into the matching zone and there should be only one piece in one drop zone at a time. The second bug is that the puzzle pieces are still displayed on the drop zones on reset/choosing a new puzzle. For better game experience, those pieces should be removed / reparented back to the drop one whenever there is a reset or change in puzzle image.

To fix bug #1,
- Add a class for each drop zone (0, 1, 2, 3) that is matched with the index number of each puzzle piece
- Extend the drop function, get the number of each drop zone and puzzle piece
  o Get each drop zone's number with ClassList property
  o Get each puzzle piece's number with its piecePaths index which defined before
- Make a condition that only allow puzzle piece to be dropped in the zone with matching number
  o Else, ask to return

To fix bug #2,
- In the changeImageSet function, execute a while loop before changing the background image
- Use appendChild method, to move the child element (if any) in the zone back to the puzzle board