Drag and Drop Puzzle Bugs Brief

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**Drop Zone**

When playing the game, the user is able to drag multiple images from the piece container into one single drop-zone. There should only be one piece in a container at a time.

To fix this bug I will have to set value to each drop zone. If the value is less than one, the image will be able to place, else the box is filled, and the piece will be sent back to its original location.

**Puzzle Reset**

This issue is when a puzzle is place onto the board and the user selects a new puzzle picture, the original pieces stay in the drop container.

I plan to fix this by adding a puzzle reset. This will attach to the html and reset the container to a blank one.