Drag and Drop Puzzle Bugs Brief

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

**Drop Zone**

The issue with this bug is that, when playing the game, the user is able to drag multiple images from the image’s container into one single drop-zone container. The user should only be able to drag one image into a drop-zone container, not multiple.

To fix this bug I will have to

**Puzzle Reset**

The issue with this bug is that, when a new puzzle is selected, the current images in the drop-zone boxes stay in place, while the new set of images will appear in the image’s container. The images in the drop-zone boxes should disappear off the board when a new puzzle is selected so that the new game can be played.

To fix this issue I will have to use the ‘ParentNode.children’, this property should allow me to have the images reset when the user chooses a new puzzle. The way this property will work is; the ‘ParentNode’ (button holder) which contains all the ‘child’ elements (puzzle board) should reset when the parent is called upon.