**Written plan for the solution of Puzzle bugs-**

**Bug 1** – First problem is of dropping more then one piece at the drop zone.

**Solution** - for solving this problem we will use **let and if** case under the function of **allow drop**. By applying this, it will result in dropping only one piece at a time at the drop area. It will not let any other piece to place over the other piece.

**Bug 2 –** the second bug is of reseting the puzzle when switching to next level or next puzzle.

Solution – For solving this bug, we will create new function with the function name of **resetPuzzlePieces. In** this we will use let and while case. Something like { while (images.length > 4)

We will use property of remove child in this section to reset the puzzle on new level.

