
Plan for crushing bugs on Javascript

For 1st Bug

1. Find a way how the drop function doesn't work when the drop zone shows not empty.
2. Find what's the default behaviour -> If the default behaviour is not to drop, I can use it.
3. In the middle of the drop function, add the "if", condition, and I need to find out how to construct the if-condition.

For 2nd Bug

1. Let the puzzle pieces go back to their original location when the button clicks.
2. Find out how to set the location of puzzle pieces on the puzzle board.
3. Find out how to connect the button click action with the action of puzzle pieces needing to be going back.