

## Puzzle Piece Bugs

### **Problem**

Pieces can be placed on top of another causing the tile to disappear.

### **Analyze the Problem**

There is no check in place to see if any children are already existing in the drop zone, allowing more children to be dropped into the same space.

### **Solution**

Modified the allowed drop function to first check for any child node using the length property. If one or more children exist in this area the function ends and a message is logged to console.

```
if (this.children.length >= 1) {  
    console.log('error, too many children!');  
    return;  
}
```

### **Problem**

Pieces don't reset when moving to another puzzle

### **Analyze the Problem**

Only the image of the new puzzle selected changes, but the pieces need to reset back to their default position.

Inside the changeImageSet function where the classes and images are set, we could also use to reset positioning of the puzzle pieces back to the puzzle-pieces div when clicking a new puzzle.

### **Solution**

appendChild is moving all children (puzzlePieces) to their specified parent node (puzzle-pieces). Console log shows the reset of all 4 images.

```
let piecesList = document.querySelector('.puzzle-pieces');  
piecesList.appendChild(puzzlePiece[index]);  
console.log('puzzle pieces reset')  
});
```