Concept: Drag and Drop Puzzle Game – Crushing Bugs

Already created a draggable “puzzle pieces game”: user drag each piece to a drop zone and try to complete the image. A select button at the bottom will contain a picture preview. When the user chooses a different puzzle, the entire game should reset with the new draggable pieces on the left and empty drop zone on the right. User can only drag one puzzle piece to a drop zone each time, if there is a second puzzle that drop into the same drop zone will be displayed an error message.

Some listed bugs that need to be fixed:

1. Allow remove the puzzle from the drop zone back to puzzle board. [EXTRA FEATURE]
2. User can only drag one puzzle per a drop zone, that means if the user drags the second puzzle into the same drop zone, it will be rejected.
3. Reset: when clicking on the picture preview, the images in the drop zones will be removed.

Picture Puzzle Feature Breakdown

**Bug 1:** Allow remove the puzzle from the drop zone back to puzzle board

* Need to add a allow function to the puzzle pieces (the left board).
* In allowDropBack function, check number of images in puzzle pieces by using function childElementCount. If children count is less or equal to 4, drop is allowed and append the image to the current node by using

appendChild. Otherwise, we are not allowed to drop images here since the images are full.

* Also need to add allowDragOver to the puzzle pieces (the left board).

**Bug 2:** Only allow drag one puzzle per a drop zone

* Need to modify the existing function allowDrop: add a checking of number of images in current drop zone. If count is larger than 0, that means there is already an image here, then we are not allowed to drop image here. Otherwise, that means there is no image here and we can drop here by using appendChild.

**Bug3:** Reset when clicking on the picture preview, ie. the images in the drop zones.

will be removed

* Add a new function resetPuzzlePieces to each puzzle button.
* Need a variable imgStore to store all the images which needed to remove from the drag zones (the right board).
* Need to add an id to each drop-zone in html, ie. Zone1, zone2, zone3, zone4.
* Loop through each zone and store its children (images) into imgStore and remove them by using removeChild.
* After the loop, imgStore records all the images we need to append back to the puzzle pieces (left board). Append each image by using appendChild.