

Kathleen Puzzle Piece Debugger

Introduction:

For most of this project I researched all over the internet as I still am not fully versed in JavaScript and asked for help when I needed it but fixed it eventually

Fix 1:

For the first bug I first started with having the first puzzle piece drop or as I named it firstpuzDrop return the element that triggered the event of the drag and drop zone. I also realized that an array needed to be created where if a puzzle piece was dragged onto each other or stacked then it would prevent that from happening so only one puzzle piece could be in the drop zone at a time; this was completed using "while" and "if" statements stating the action of only one piece being allowed in the drop zone and the "return=false" tells the browser to stop following the event in this case of the drag and drop as it means there is more than one puzzle piece in the zone.

Fix 2:

For the second bug I realized (as stated by Trevor) that the fix must happen in the resetPuzzlePieces function as that is what I am meaning to do is reset the puzzle piece screen every time a new puzzle is selected at the bottom; the board game needs to be cleared. This was accomplished by creating a variable that when there were images in the drop zones then needed to be cleared to 0 as when the board game is reset there would not be 4 on the screen or 3 or 2 or 1 but 0 pieces.