Game Plan

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1. Focus on the first bug with getting the puzzle pieces to not stack on top of each other.
2. Preform an “IF” statement in the dropzones area. Where if there are more than 1 puzzle piece in the panel the return the most recent one you placed back to the pieces board.
3. Focus on the second bug with resetting the puzzle pieces and the puzzle itself.
4. Target the dropzone and for each piece that is still in the dropzone will vanish when the player clicks on a new puzzle board.
5. Do a document query selector for the puzzle pieces.