Authoring 2 – Crushing Bug

Troubleshooting JavaScript

In its current state, the puzzle game has at least a couple of bugs.

1. In every broad game, when you already have one puzzle piece inside, you try to drag drop another puzzle piece in the same position, the puzzle piece will gone. There should be one piece in one drop zone at a time.

How to solve the problem:

When we drag one piece into the drop zone, the piece become the child and drop zone become the parent of that child. To make one piece drag in one drop zone at a time, we have to add “if” condition. In function allowDrop, we have “preventDefault” which allow us to drag the piece. Therefore, we just need to write, if the drop zone has no piece, we will allow to drag, otherwise it will not allow.

1. We have 4 broads game, whenever we drag one piece into the drop zone, 4 broads game will have one piece exactly the same. Therefore, we need to create a reset function PuzzlePiece to solve this.

How to solve this problem:

The reset function will put on the buttonHolder, so whenever the player click on that, it will reset the broad game. Right now, in the function allowDrop, the piece become the child of the drop zone. So the drag empty, we want the pieces back the drag zone. Therefore we have to create a loop in the reset function and using appendChild.