**Drag And Drop Puzzle Bugs**

**Bug 1:**

The first bug in the puzzle game is that the game allows multiple pieces to be dropped in the same place. For the game to function properly only one piece should be allowed to drop then the container should prevent dropping of more elements. Since the default behavior is to prevent dropping elements, we had to cancel this event to allow the drop in the first place. So, to prevent multiple drops, we need to use an if statement to check if the drop zone is empty (i.e. had any children). If it is empty then the drop function would run. Otherwise (i.e. if the drop zone has children) the default would not allow the drop.

**Bug 2:**

The second bug is that the old puzzle pieces remain in the drop zone after we reset the puzzle. The solution to this problem would be to create a function that removes all the children from the drop zone either as a part of the reset function, or in a separate function that runs when the puzzle thumbnails are clicked (i.e. the same event that triggers the reset function).