BUG FIXES

BUG 1: This bug is a stacking issue. When dropping and dragging the pieces the images will stack on top of each other and hide the other images. To prevent this, the bug fix automatically locks each piece in the desired spot preventing the user from stacking more and more pieces on top of each other.

How I fixed the bug: To fix the issue I made a variable to hold the code for the fix. (stopStacking)

StopStacking is targeting the drop zones [classList.contains("drop-zone")].

While the dropzone has nothing in it [while (stopStacking !== 0] it allows the puzzle piece to be dropped in.

If there is something already in the drop zone [.length > 0] prevent the puzzle piece from being stacked (return false;)

BUG 2: When selecting a new puzzle board, the puzzle pieces do not reset back to the original puzzle piece section. To fix them I needed to create a reset where the pieces would move back upon clicking on the thumbnails.

How I fixed the bug: To fix the issue I made a variable to hold the code for the fix. (photoReset)

The variable looks for all the puzzle pieces.

While there are more than 0 pieces on the board [.length > 4] This will remove the pieces that are set in the drop zone(s) [(photoReset[4].parentNode removeChild(photoReset[4]);] and reset them back to their original container [createPuzzlePieces(0);]