DandD Bugs – Dev Notes

* **Developer brief:-**

*In its current state, our puzzle game has at least a couple of bugs. You can drag and drop more than one puzzle piece into a drop zone - this breaks things. There should only be one piece in one drop zone at a time.*

*The second bug is the problem with pieces appearing in the drop zones on reset. Those should be removed as well, so that the player has a fresh board to drop onto.*

*Solve these two problems. You’ll be working in the resetPuzzlePieces function to solve the second problem; you’ll need to figure out where to solve the first.*

* **Resources:-**
  + docs/Web/API/ParentNode/children
  + https://developer.mozilla.org/en-US/docs/Web/API/Node/removeChild Multimedia
  + <https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/return>
* **Bugs identified:-**
  + Bug 1 - Puzzle pieces can be dragged and dropped on top of each other on the game board.
  + Bug 2 - Puzzle pieces do not reset on the game board when the puzzle is switched from one to another.
  + Bug 3 - Puzzle pieces do not reset in the puzzle pieces area after all (or some or one) the pieces are dropped on the game board and the puzzle is switched to another.
  + Bug 4 – Once bug 1 and 2 are solved, you cannot move puzzle pieces that are already placed, even if they are in the wrong place.
* **Solutions:-**
  + Bug 1 – *if else* function can be added in the javascript for the innerHTML of the dropzone, it will check if the dropzone has a piece already. *If* it does, another piece cannot be dropped.
  + Bug 2 – the dropzone as well can be reset in the resetPuzzlePieces function each time the thumbnail is clicked to toggle between different game boards. So both the pieces and the board is reset.