Bug Fixing plan:

1) DropZone Reset:

Problem:
Pieces appearing in the drop zones on reset / choosing a new puzzle

Solution Plan:
The pieces shouldn't keep active in the drop zone after the user chooses a new puzzle. To solve this, I have to understand what is the problem with the reset functionality for the game to work perfectly. If the user select another image, the puzzle and pieces should be reseted. Maybe in this case, check what is happening when the user selects a new puzzle, and make the behavior the same as when the page is opened for the first time, that is, with the drag and drop area empty/ updated and the pieces reseted.

2) DropZone Reset:
Problem:
Pieces appearing in the drop zones on reset / choosing a new puzzle

Solution Plan:
If the user drags a piece to a specific space, another piece cannot be on top. Therefore, if a container has any piece (greater than 0) the user will only be able to move another piece to one of the blank spaces.