**Written Plan for Crushing Bugs**

Bug1- Can drag and drop more than one puzzle piece into a drop zone.

Solution- In the allow drop function we have added a if and else condition in which the image will only be dropped if the drop zone is not having any image in it otherwise it will not let the image in the dropzone.

Bug 2- 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.

Solution- After choosing another puzzle to reset we will use the changeImageSet.call(puzzleButtons[0]); this will reset the drag and drop zone and make the puzzle clear once another puzzle is selected.