

This Drag and Drop Game has two bugs.

The first bug occurs when you attempt to drop one of the pieces in a drop zone. Instead of allowing one piece per drop zone you can keep going and this eventually breaks the game. To fix this bug my first thought was to add an “if statement” to the javascript code. I was thinking that an “if statement” would be able to tell the computer that if a puzzle piece was already there in a drop zone, there should be no option to place another piece on top of that.

```
if (this.children.length >= 1) {  
    return;  
}
```

The second bug occurs after you complete the puzzle. Moving on to the next set of puzzle pieces you would notice that it does not reset to allow you to put the puzzle together. To fix this bug the entire game has to reset when you click on a new puzzle to solve. I thought that this would need a “javascript for loop”. This would cause all the images to go back to their original position and the game can be played again.

```
for (let i = 0; i < puzzlePieces.length; i++) {  
    zonePieces.appendChild(puzzlePieces[i]);  
}  
}
```