Drag and Drop Bug’s

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Bug 1

**Problem:** Once puzzle piece is dropped, it cannot be returned.

**Solution:** Add a function to reset the board by targeting each drop zone.

Bug 2

**Problem:** No feature to return individual pieces by click.

**Solution:** Include event for click that removes child and puts it back to original spot.

Bug 3

**Problem:** Puzzle pieces can be dropped onto each other.

**Solution:** Add a variable counter in drop zones. Each time an object is dropped into a zone the counter increases by 1.