Puzzle – Debug assignment.

1. User can drag and drop more than one puzzle piece into a drop zone, this shouldn’t happen. Only one piece in one drop zone at a time.
2. When user click ‘reset’ or choose a new puzzle, the puzzle pieces should return to the puzzle piece zone so that the player has a fresh board to drop again.

**User can only drop one piece in one drop zone at a time.**

1. If there is already a piece in this drop zone, don’t allow other piece to be dropped.
2. If there is already a piece in this drop zone, the dragged piece should return to puzzle piece zone.

**When user click ‘reset’ button, the puzzle pieces should return back to the puzzle piece zone so that the player has a fresh board to drop again.**

1. If the user click the reset button, the drop zone should be empty.
2. If the user click the reset button, the puzzle pieces in this drop zone should be returned to the drag zone.

**When user choose a new puzzle, the puzzle pieces should return to the puzzle piece zone so that the player has a fresh board to drop again.**

1. If the user choose a new puzzle, the drop zone background should be changed and empty for reset the drag function.
2. When the user choose a new puzzle, the puzzle pieces should change to whatever the user selected.
3. If the user choose a new puzzle, the puzzle pieces should change and place in the drag zone to restart.