

Bug #1: ~~the~~ ~~bug~~

you need to be able to replace puzzle pieces
not be

↳ drag ~~drop~~ function = false
drop zones not allow drag

Bug #2:

- Pieces are remaining in drop zones. upon reset
- dropped pieces should go back to drag start.

#1

~~drag~~ allow drag - start
all on drag over - dragging over drop zone.
all on drop - drop zone.

↳ drag over not allowed onto
a dropped drop zone.

if child > 0, exit the function.

if child < 0, allow drop, (continue the
function)

to exit function I found the "return" keyword,
if (dropZone.children.length > 0) {
return; }

Bug #2

change Image Set - changes background image based on "bgref"

What I need: to also reset the appended children (puzzle pieces) back to its original container.

Reset : action,

Original Container : variable

Appended children : for Each loop

for each puzzle piece go back to its original container upon background reset.

I need to first set a new variable called original container that holds the original (pre-appended children, aka puzzle pieces).

original container = document.querySelector('#puzzle-piece')

In change Image Set ()

↳ pzl Pieces. for Each (piece => original container, append Child (piece));