

1. Make the image won't overlap
 - a. When the function allowDrop runs, it will allow the images to drop in the zone, add a return condition to make the image can not drop
 - i. If childElementCount is \geq 1
(means we have 1 image in the zone already)
 1. Then return;
(return back to before so the drop action won't happen)
 - ii. If childElementCount is < 1 ,
 1. Then the function will run, when we drag the image to the empty zone, it will allow us to drop it.
2. Make the image at the left side reset when click on the thumbnail
 - a. Click on the thumbnail
 - i. Then Check if there are element in the dropzone
 - ii. If there is 1 or more piece in the zone (which is 1,2,3,4 or more piece)
Collect the pieces
set removeChild to remove all the pieces
When all pieces is removed
Then appendChild back all the pieces to the left side
 - iii. If there are no piece in the zone, then everything stay the same