# Generate possible moves v1

* Can generate moves for both white and black
* The generated moves will all be legal
* Parameters: which player to move (white or black)
* chessPosition

Ideea:

Use a map:

Map<chessPiece,possibleMovesBitBoard>

chessPiece could be the bitboard only for that piece

possibleMoves could be a list of possible moves. Or a less good solution: a bitBoard with all the moves.

List=null;

Foreach(pawn: pawns)

List.addAll(generatePossibleMovesForPawn(chessPosition, pawnPosition))

Foreach(knight: knights)

List.addAll(generatePossibleMovesForKnight(chessPosition, knightPosition))

Foreach(bishop: bishops)

List.addAll(generatePossibleMovesForBishop(chessPosition, bishopPosition))

Foreach(rook: rooks)

List.addAll(generatePossibleMovesForRook(chessPosition, rookPosition))

Foreach(queen: queens)

List.addAll(generatePossibleMovesForQueen(chessPosition, queenPosition))

List.addAll(generatePossibleMovesForKing(chessPosition, kingPosition))

Return list;