In a chess game many decisions must be made. However, most of these decisions are made by the players/users. Due to this only some simple structures must be understood by the program to allow the users to make appropriate subsequent decisions. For example, if a pawn has not made an initial move it is now capable of moving two squares forward or one square. Adding the option for a two-squares” move is the general principle of decision structures a chess program should contain (i.e. structures that examine the program state and provide the users with appropriate *options*).

This should occur at various states of the game depending on certain conditions:

1. Opening:
   1. Two pawn moves
   2. En passant
   3. Castling
2. Middle game
   1. Check
   2. Pawn promotions
3. End game
   1. Check mate

Furthermore, decision structures will most likely play a role in determining legal moves for pieces. In other words, to determine if a piece can move to a square you must check *if* that square is currently occupied.