MOVES

Player

-gen\_moves:

-all pieces of player’s color:

gen\_moves

RESULT: each piece’s piece.takes and piece.moves are populated with moves

RESULT: player’s player.moves and player.takes are populated with moves

OUTCOME IF MOVES AND TAKES ARE MERGED

|  |  |
| --- | --- |
| PROS:   * Less convoluted code | CONS:   * Must handle take\_rule differently, as in, consider take rule |