Mill detection along the x-axis

```
:PlayerGame        :Piece        :Intersection
```

checkMillsX()

getIntersection()

Intersection

Loop
[For a piece,
check all intersections]

Alt
[If Piece has
2 adjacent
pieces (in Intersections)]

ArrayList<Intersection>

Alt
[If Piece has
same y AND
different x]

Alt
[If Piece
y == 6
(middle row)]

Alt
[If Piece
x >= 8
(middle right)]

hasPiece()

intersectionHasPiece

getPiece()

getColour()

PieceColour

PieceColour

Alt
[If Intersection
hasPiece AND
PieceColour =
This Piece's Colour]

add(Intersection)

[If Piece
x <= 4
(middle left)]

hasPiece()

intersectionHasPiece

getPiece()

getColour()

PieceColour

PieceColour

Alt
[If Intersection
hasPiece AND
PieceColour =
This Piece's Colour]

add(Intersection)

[If Piece
y ==
{0..12} - {6}
(not middle
row)]

hasPiece()

intersectionHasPiece

getPiece()

getColour()

PieceColour

PieceColour

Alt
[If Intersection
hasPiece AND
PieceColour =
This Piece's Colour]

add(Intersection)

Alt
[If Piece has
2 adjacent
pieces]

ArrayList<Intersection>

null