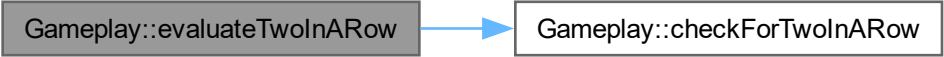


Gameplay::evaluateTwoInARow



```
graph LR; A[Gameplay::evaluateTwoInARow] --> B[Gameplay::checkForTwoInARow]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'Gameplay::evaluateTwoInARow'. The right box is white with a thin gray border and contains the text 'Gameplay::checkForTwoInARow'.

Gameplay::checkForTwoInARow