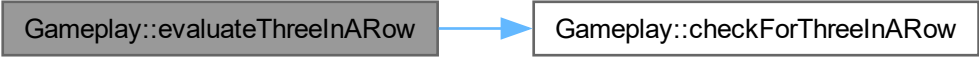


Gameplay::evaluateThreeInARow



```
graph LR; A[Gameplay::evaluateThreeInARow] --> B[Gameplay::checkForThreeInARow]
```

A diagram showing a call from the function `Gameplay::evaluateThreeInARow` to the function `Gameplay::checkForThreeInARow`. The first box is gray and the second is white, connected by a blue arrow.

Gameplay::checkForThreeInARow