Método recursivo não usado nos color eaters

*///RECURSSIVO PARA ELIMINAR E MARCAR O DESTINO///////***public void** deleteNeighbors(**int** x, **int** y){  
 **if**(x > 0 && **board**[x-1][y]!= **null** && !**board**[x-1][y].**wasTested** && **board**[x-1][y].**pieceColor** == **board**[x][y].**pieceColor**){  
 **board**[x-1][y].**toDelete** = **true**;  
 **board**[x-1][y].**destinyX** = **board**[x][y].**destinyX**;  
 **board**[x-1][y].**destinyY** = **board**[x][y].**destinyY**;  
 deleteNeighbors(x-1, y);  
 }  
 **if**(x < 5 && **board**[x+1][y]!= **null** && !**board**[x+1][y].**wasTested** && **board**[x+1][y].**pieceColor** == **board**[x][y].**pieceColor**){  
 **board**[x+1][y].**toDelete** = **true**;  
 **board**[x+1][y].**destinyX** = **board**[x][y].**destinyX**;  
 **board**[x+1][y].**destinyY** = **board**[x][y].**destinyY**;  
 deleteNeighbors(x+1, y);  
 }  
 **if**(y > 0 && **board**[x][y-1]!= **null** && !**board**[x][y-1].**wasTested** && **board**[x][y-1].**pieceColor** == **board**[x][y].**pieceColor**){  
 **board**[x][y-1].**toDelete** = **true**;  
 **board**[x][y-1].**destinyX** = **board**[x][y].**destinyX**;  
 **board**[x][y-1].**destinyY** = **board**[x][y].**destinyY**;  
 deleteNeighbors(x, y-1);  
 }  
 **if**(y < 5 && **board**[x][y+1]!= **null** && !**board**[x][y+1].**wasTested** && **board**[x][y+1].**pieceColor** == **board**[x][y].**pieceColor**){  
 **board**[x][y+1].**toDelete** = **true**;  
 **board**[x][y+1].**destinyX** = **board**[x][y].**destinyX**;  
 **board**[x][y+1].**destinyY** = **board**[x][y].**destinyY**;  
 deleteNeighbors(x, y+1);  
 }  
}