**Tic Cross Game**

* **Project Description:**

Create a Tic Cross game in Python where two players, X and O, take turns marking spaces on a 3x3 grid. The game is won by the player who gets three of their marks in a row, either horizontally, vertically, or diagonally.

* **Requirements:**

- The game should be played on a 3x3 grid, with each space represented by a number 1-9.

- Player X makes the first move, placing their mark (X) in one of the nine spaces.

- Player O makes their move by placing their mark (O) in an empty space.

- The game alternates between players until one player wins or the grid is full.

- The game should check for a win after each move and announce the winner.

- The game should allow players to play again or quit.

* **Functionalities:**

- The game should have a function to print the current state of the grid.

- The game should have a function to handle player input and update the grid accordingly.

- The game should have a function to check for a win and announce the winner.

- The game should have a function to reset the grid and start a new game.

* **Technical Requirements:**

- The game should be written in Python 3.x.

- The game should use a 2D list to represent the grid.

- The game should use conditional statements and loops to handle game logic.

- The game should use functions to organize code and make it reusable.

* **Deliverables:**

- A Python script that runs the Tic Cross game.

- A README file with instructions on how to run the game.

- A screenshot of the game in progress.

1 | 2 | 3

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4 | 5 | 6

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7 | 8 | 9

List

Loop

Function