**README for Tic Tac Toe Game**

**Tic Tac Toe Game**

This is a simple Python implementation of the classic Tic Tac Toe game. The game is designed to run in a Jupyter Notebook or any Python environment that supports console input and output.

**Features**

* **Two-Player Mode**: Two players take turns to play.
* **Automatic Board Display**: The board updates after each move.
* **Winning Conditions**: Automatically checks for win or draw conditions after every move.
* **Random Player Start**: Decides randomly which player will go first.
* **Replay Option**: After each game, players can choose to play again.

**Requirements**

* **Python 3.x**
* **IPython.display** (for clear\_output to display board updates in Jupyter Notebooks)

**Code Overview**

* display\_board(board): Displays the Tic Tac Toe board after every move.
* player\_input(): Prompts each player to choose their marker, either 'X' or 'O'.
* place\_marker(board, marker, position): Places the player's marker on the chosen position.
* win\_check(board, mark): Checks if the given marker has won the game.
* choose\_first(): Randomly selects which player goes first.
* space\_check(board, position): Checks if a specific position on the board is empty.
* full\_board\_check(board): Returns True if the board is full, otherwise False.
* player\_choice(board): Allows players to choose their next move with input validation.
* replay(): Asks if players would like to replay the game.

**Gameplay Flow**

1. The game starts by welcoming the players and asking for their marker choices.
2. The board displays, and the players take turns placing their markers on the board.
3. The game checks for a winner or a draw after each move.
4. At the end of the game, players are prompted to replay or exit.