**README for "Game of Inputs"**

**Game of Inputs: A Fun Way to Play with Lists in Python!**

**Overview**

Welcome to the **Game of Inputs**! 🎮 This is a fun and interactive Python game where players can modify a simple list by replacing elements based on their input. The game continues as long as the player wants to keep playing, offering a great way to practice **input handling**, **list manipulation**, and **basic Python programming**.

**Features**

* **Dynamic List Updates**: Players get to update the elements in the list by selecting a position (0, 1, or 2) and replacing it with a new value.
* **Interactive Console Prompts**: The game asks the player if they want to continue playing after each update to the list.
* **Error Handling**: If the player enters an invalid input, they’re prompted to try again—helping them get accustomed to error handling.

**Requirements**

* **Python 3.x**

**How to Play**

1. Run the Python script.
2. You’ll start with a list [0, 1, 2] and will be asked to replace an element in the list.
3. You can continue updating the list until you decide to stop the game.
4. After each replacement, the updated list is shown, and you’re asked if you want to continue.

**Code Explanation**

* **display\_list(game\_list)**: Displays the current state of the game list.
* **position\_choice()**: Prompts the player to choose a position in the list to replace, ensuring valid input.
* **replacement\_choice(position, game\_list)**: Takes the player’s input and replaces the selected position with the new value.
* **game\_runner\_logic()**: Asks the player if they want to continue the game.