print('Welcome to Tic Tac Toe!\n')

print('Game positions 1-9:')

position\_board = ['1','2','3','4','5','6','7','8','9']

display\_board(position\_board)

check = True

game\_on = True

while check:

################################

##### SET-UP GAME ##############

################################

choose\_first()

player\_input()

if readyOrNot == 'No':

check = False

print('\nThanks for playing!')

break

game\_board = [' ',' ',' ',' ',' ',' ',' ',' ',' ']

display\_board(game\_board)

####### PLAYER 2 MARKER ########

if player1\_marker == 'X':

player2\_marker = 'O'

else:

player2\_marker = 'X'

##############################

###### START GAMEPLAY ########

##############################

while game\_on:

#############################

######## PLAYER 1 ###########

#############################

print('\nPlayer 1, your turn.')

if ((player\_choice(game\_board) != False) and (win\_check(game\_board, player1\_marker) == False)):

place\_marker(game\_board, player1\_marker, position)

display\_board(game\_board)

elif win\_check(game\_board, player1\_marker) == True:

game\_on = False

else:

print('\nPosition not available!')

if full\_board\_check(game\_board) == True:

game\_on = False

else:

player\_choice(game\_board)

place\_marker(game\_board, player1\_marker, position)

display\_board(game\_board)

############################

####### PLAYER 2 ###########

############################

print('\nPlayer 2, your turn.')

#Player 2 marker#

if ((player\_choice(game\_board) != False) and (win\_check(game\_board, player2\_marker) == False):

place\_marker(game\_board, player2\_marker, position)

display\_board(game\_board)

elif win\_check(game\_board, player2\_marker) == True:

game\_on = False

else:

print('\nPosition is not available!')

if full\_board\_check(game\_board) == True:

game\_on = False

else:

player\_choice(game\_board)

place\_marker(game\_board, player2\_marker, position)

display\_board(game\_board)

###############################

######### FULL BOARD ############

###############################

if win\_check(game\_board,player1\_marker) == True:

check = False

print('Player 1 has won!')

elif win\_check(game\_board,player2\_marker):

check = False

print('Player 2 has won!')

if full\_board\_check(game\_board) == True:

check = False

print('All board spaces are filled.')

display\_board(game\_board)

if not replay():

check = False

print('\n##### GAME OVER #####')