# Python logic operators

not
and
or

# stages for hangman game

1. Copy the content of this file to your working hangman game.
   **opendrive**: Computing Group/Y12/hangman-stages-art.py
2. Paste the stages to the beginning of your hangman code
3. Create a list called **stages**, and add each stage to the list
4. create a variable **stageIndex** to keep track of which stage the game should be
5. add a function in your code to display the stage for a given **stageIndex**