```
import random

def hangman():
    # List of words to choose from
    word_list = ["python", "hangman", "programming", "developer", "algorithm"]

    # Randomly select a word
    word_to_guess = random.choice(word_list)
    guessed_word = ["_" for _ in word_to_guess]  # Create a placeholder for the word
    guessed_letters = set()
    attempts = 6  # Number of incorrect guesses allowed

    print("Welcome to Hangman!")
    print("The word has", len(word_to_guess), "letters.")

    while attempts > 0 and "_" in guessed_word:
        print("\nWord:", " ".join(guessed_word))
        print("Attempts left:", attempts)
        print("Guessed letters:", ", ".join(sorted(guessed_letters)))

        # Take input from the player
        guess = input("Enter a letter: ").lower()

        if len(guess) != 1 or not guess.isalpha():
            print("Invalid input. Please enter a single letter.")
            continue

        if guess in guessed_letters:
            print("You've already guessed that letter.")
            continue

        guessed_letters.add(guess)

        if guess in word_to_guess:
            print("Correct!")
            for i, letter in enumerate(word_to_guess):
                if letter == guess:
                    guessed_word[i] = guess
        else:
            print("Wrong!")
            attempts -= 1

    if "_" not in guessed_word:
        print("\nCongratulations! You guessed the word:", word_to_guess)
    else:
        print("\nGame over! The word was:", word_to_guess)

if __name__ == "__main__":
    hangman()
```