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#Step 5

import random

#TODO-1: - Update the word list to use the 'word_list'
from hangman_words.py
#Delete this line: word_list = ["ardvark", "baboon",
"camel"]
from hangman_words import word_list

chosen_word = random.choice(word_list)
word_length = len(chosen_word)

end_of_game = False
lives = 6

#TODO-3: - Import the logo from hangman_art.py and print
it at the start of the game.
from hangman_art import logo
print(logo)

#Testing code
# print(f'Pssst, the solution is {chosen_word}.')

#Create blanks
display = []
for _ in range(word_length):
    display += "_"

while not end_of_game:
    guess = input("Guess a letter: ").lower()

    #TODO-4: - If the user has entered a letter they've
already guessed, print the letter and let them know.
    if guess in display:
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            print(f"You've already guessed {guess}")

        #Check guessed letter
        for position in range(word_length):
            letter = chosen_word[position]
            #print(f"Current position: {position}\n Current
letter: {letter}\n Guessed letter: {guess}")
            if letter == guess:
                display[position] = letter

        #Check if user is wrong.
        if guess not in chosen_word:
            #TODO-5: - If the letter is not in the
chosen_word, print out the letter and let them know it's
not in the word.
            print(f"You guessed {guess}, that's not in the
word. You lose a life.")

            lives -= 1
            if lives == 0:
                end_of_game = True
                print("You lose.")

        #Join all the elements in the list and turn it into a
String.
        print(f"{' '.join(display)}")

        #Check if user has got all letters.
        if "_" not in display:
            end_of_game = True
            print("You win.")

        #TODO-2: - Import the stages from hangman_art.py and
make this error go away.
        from hangman_art import stages
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print(stages[lives])
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