```python
import random

# TODO-1: - Update the word list to use the 'word_list'
from hangman_words.py
from hangman_words import word_list
from hangman_art import stages, logo
lives = 6

# TODO-3: - Import the logo from hangman_art.py and print
it at the start of the game.
print(logo)
chosen_word = random.choice(word_list)
print(chosen_word)

placeholder = ""
word_length = len(chosen_word)
for position in range(word_length):
    placeholder += "_"
print("Word to guess: " + placeholder)

game_over = False
correct_letters = []

while not game_over:

    # TODO-6: - Update the code below to tell the user how
many lives they have left.
    print("****************************<???>/6 LIVES
LEFT****************************")
    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.

    display = ""

    for letter in chosen_word:
        if letter == guess:
            display += letter
            correct_letters.append(guess)
        elif letter in correct_letters:
            display += letter
        else:
            display += "_"

    print("Word to guess: " + display)

    # 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.
    #  e.g. You guessed d, that's not in the word. You
lose a life.
```

```
    if guess not in chosen_word:
        lives -= 1
        print(f"You guessed {guess}, that's not in the
word. You lose a life.")

        if lives == 0:
            game_over = True

            # TODO 7: - Update the print statement below
to give the user the correct word they were trying to
guess.
            print(f"**********************it was
{chosen_word}**********************")

    if "_" not in display:
        game_over = True
        print("****************************YOU
WIN****************************")

    # TODO-2: - Update the code below to use the stages
List from the file hangman_art.py
    print(stages[lives])
```