


```

|
|
=====
'''
word_list = ["aardvark", "baboon", "camel"]

# TODO-1: - Create a variable called 'lives' to keep
track of the number of lives left.
# Set 'lives' to equal 6.
lives = 6
chosen_word = random.choice(word_list)
print(chosen_word)

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

game_over = False
correct_letters = []

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

    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(display)

    # TODO-2: - If guess is not a letter in the
chosen_word, Then reduce 'lives' by 1.
    # If lives goes down to 0 then the game should stop
and it should print "You lose."

    if guess not in chosen_word:
        lives -= 1
        if lives == 0:
            game_over = True
            print("you lose")
    if "_" not in display:
        game_over = True
        print("You win.")

    # TODO-3: - print the ASCII art from 'stages'

```

```
# that corresponds to the current number of 'lives'  
the user has remaining.  
print(stages[lives])
```