Day-7-Hangman-1-End @appbrewery

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main.py

```python
#Step 1

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

#TODO-1 - Randomly choose a word from the word_list and assign it to a
variable called chosen_word.
import random
chosen_word = random.choice(word_list)

#TODO-2 - Ask the user to guess a letter and assign their answer to a variable
called guess. Make guess lowercase.
guess = input("Guess a letter: ").lower()

#TODO-3 - Check if the letter the user guessed (guess) is one of the leters in
the chosen_word.
for letter in chosen_word:
    if letter == guess:
        print("Right")
    else:
        print("Wrong")

```