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import random

def get_computer_choice():
    return random.choice(["rock", "paper", "scissors"])

def determine_winner(user, computer):
    if user == computer:
        return "It's a tie!"
    elif (
        (user == "rock" and computer == "scissors") or
        (user == "paper" and computer == "rock") or
        (user == "scissors" and computer == "paper")
    ):
        return "You win!"
    else:
        return "Computer wins!"

def rock_paper_scissors():
    print("Welcome to Rock, Paper, Scissors!")
    choices = ["rock", "paper", "scissors"]

    user_choice = input("Enter your choice (rock/paper/scissors): ").lower()
    if user_choice not in choices:
        print("Invalid choice. Please try again.")
        return

    computer_choice = get_computer_choice()
    print(f"Computer chose: {computer_choice}")

    result = determine_winner(user_choice, computer_choice)
    print(result)

# Run the game
rock_paper_scissors()

```