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import random

def get_user_choice():
    while True:
        user_choice = input("Choose Rock, Paper, or Scissors: ").lower()
        if user_choice in ["rock", "paper", "scissors"]:
            return user_choice
        else:
            print("Invalid choice. Please choose Rock, Paper, or Scissors.")

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

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

def play_game():
    user_choice = get_user_choice()
    computer_choice = get_computer_choice()

    print(f"You chose {user_choice}")
    print(f"Computer chose {computer_choice}")

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

while True:
    play_game()
    play_again = input("Play again? (yes/no): ").lower()
    if play_again != "yes":
        break

Choose Rock, Paper, or Scissors: Rock
You chose rock
Computer chose paper
Computer wins!
Play again? (yes/no): no
```