```python
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():
    choices = ["rock", "paper", "scissors"]
    return random.choice(choices)


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


def main():
    user_score = 0
    computer_score = 0

    while True:
```

```python
        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)

        if result == "You win!":
            user_score += 1
        elif result == "Computer wins!":
            computer_score += 1

        print(f"Your score: {user_score}")
        print(f"Computer's score: {computer_score}")

        play_again = input("Do you want to play again? (yes/no): ").lower()
        if play_again != "yes":
            break

if __name__ == "__main__":
    main()
```