```python
import random

play = ["Rock", "Paper", "Scissors"]

count=0
count1=0


computer = play[random.randint(0, 2)]
player = False
while player == False:

    player = input("Rock, Paper, Scissors?")
    if player == computer:
        print("Tie!")
    elif player == "Rock":
        if computer == "Paper":
            print("You lose!", computer, "covers", player)
            count1+=1

        else:
            print("You win!", player, "smashes", computer)
            count+=1

    elif player == "Paper":
        if computer == "Scissors":
            print("You lose!", computer, "cuts", player)
            count1 += 1

        else:
            print("You win!", player, "covers", computer)
            count += 1

    elif player == "Scissors":
        if computer == "Rock":
            print("You lose...", computer, "smashes", player)
            count1 += 1

        else:
            print("You win!", player, "cuts", computer)
            count += 1

    elif player=="End":
        print("Final Scores: ")
        print("Cpu:", count1)
        print("User:", count)
        break
    else:
        print("That's not a valid play. Check the spelling!")

    player = False
    computer = play[random.randint(0, 2)]
```