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def get_user_choice():
    while True:
        user_choice = input("Enter your choice (rock, paper, or scissors): ").lower()
        if user_choice in ['rock', 'paper', 'scissors']:
            return user_choice
        else:
            print("Invalid choice. Please enter '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!"
    elif (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():
    print("Let's play Rock, Paper, Scissors!")
    while True:
        user_choice = get_user_choice()
        computer_choice = get_computer_choice()
        print(f"You chose: {user_choice}")
        print(f"Computer chose: {computer_choice}")
        print(determine_winner(user_choice, computer_choice))
        play_again = input("Do you want to play again? (yes/no): ").lower()
        if play_again != 'yes':
            print("Thanks for playing!")
```