```python
#Conditionals Challenge 20:  Rock, Paper, Scissors App
import random

print("Welcome to a game of Rock, Paper, Scissors")

#Get user input
rounds = int(input("\nHow many rounds would you like to play: "))

#Initialize variables
moves = ['rock', 'paper', 'scissors']
p_score = 0
c_score = 0

#The main game loop
for game_round in range(rounds):
    #Print the main game screen and get user input
    print("\nRound " + str(game_round + 1))
    print("Player: " + str(p_score) + "\tComputer: " + str(c_score))

    #Get the computers move
    c_index = random.randint(0,2)
    c_choice = moves[c_index]

    #Get the players move
    p_choice = input("Time to pick...rock, paper, scissors: ").lower().strip()

    #If the player makes a valid move
    if p_choice in moves:
        print("\tComputer: " + c_choice)
        print("\tPlayer: " + p_choice)
        #Computer chooses rock
        if p_choice == 'rock' and c_choice == 'rock':
            winner = 'tie'
            phrase = 'It is a tie, how boring!'
        elif p_choice == 'paper' and c_choice == 'rock':
            winner = 'player'
            phrase = 'Paper covers rock!'
        elif p_choice == 'scissors' and c_choice == 'rock':
            winner = 'computer'
            phrase = 'Rock smashes scissors!'
        #Computer chooses paper
        elif p_choice == 'rock' and c_choice == 'paper':
            winner = 'computer'
            phrase = 'Paper covers rock!'
        elif p_choice == 'paper' and c_choice == 'paper':
            winner = 'tie'
            phrase = 'It is a tie, how boring!'
        elif p_choice == 'scissors' and c_choice == 'paper':
            winner = 'player'
            phrase = 'Scissors cut paper!'
        #Computer chooses scissors
        elif p_choice == 'rock' and c_choice == 'scissors':
            winner = 'player'
            phrase = 'Rock smashes scissors!'
        elif p_choice == 'paper' and c_choice == 'scissors':
            winner = 'computer'
            phrase = 'Scissors cut paper!'
        elif p_choice == 'scissors' and c_choice == 'scissors':
            winner = 'tie'
            phrase = 'It is a tie, how boring!'
        #Catch for any other conditions
        else:
            print("Round winner not calculated.")
            winner = 'tie'
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65                    phrase = 'It is a tie, how boring!'
66
67              #Display round results
68              print("\t" + phrase)
69              if winner == 'player':
70                  print("\tYou win round " + str(game_round + 1) + ".")
71                  p_score += 1
72              elif winner == 'computer':
73                  print("\tComputer wins round " + str(game_round + 1) + ".")
74                  c_score += 1
75              else:
76                  print("\tThis round was a tie.")
77
78          #Else the player did not make a valid move
79          else:
80              print("That is not a valid game option!")
81              print("Computer gets the point!")
82              c_score += 1
83
84  #Game has ended, print results
85  print("\nFinal Game Results")
86  print("\tRounds Played: " + str(rounds))
87  print("\tPlayer Score: " + str(p_score))
88  print("\tComputer Score: " + str(c_score))
89  if p_score > c_score:
90      print("\tWinner:  PLAYER!!!")
91  elif c_score > p_score:
92      print("\tWinner:  Computer :-(")
93  else:
94      print("\tThe game was a tie.")
```