**Duration:** 45 Minutes  
**Exercise Title:** Rock, Paper, Scissors – Player vs Computer

**Objective:** Build a Python program where a user plays Rock, Paper, Scissors against the computer. The computer's move is randomly selected, and the winner is decided using standard game rules.

**Task Instructions:** Write a Python script that:

1. Prompts the player to enter their choice: "rock", "paper", or "scissors".
2. Randomly selects a move for the computer.
3. Displays both the player's and computer's choices.
4. Compares the moves and determines the winner using the rules:  
   * Rock beats Scissors
   * Scissors beats Paper
   * Paper beats Rock
5. Declares the winner or if it's a tie.
6. Handles invalid input by printing an error and asking again.
7. Asks the player if they want to play again until they say no.

**Rules Recap:**

* Rock vs Scissors → Rock wins
* Scissors vs Paper → Scissors wins
* Paper vs Rock → Paper wins

**Example Output:** Enter your move (rock/paper/scissors): rock  
 Computer chose: scissors  
 You win! Rock beats scissors.

Do you want to play again? (yes/no): yes  
 Enter your move (rock/paper/scissors): paper  
 Computer chose: rock  
 You win! Paper beats rock.

Do you want to play again? (yes/no): no  
 Thanks for playing!