import random

# Initialize scores

user\_score = 0

computer\_score = 0

def get\_computer\_choice():

return random.choice(['rock', 'paper', 'scissors'])

def determine\_winner(user\_choice, computer\_choice):

if user\_choice == computer\_choice:

return '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 'user'

else:

return 'computer'

def play\_round(user\_choice):

global user\_score, computer\_score

computer\_choice = get\_computer\_choice()

result = determine\_winner(user\_choice, computer\_choice)

if result == 'user':

user\_score += 1

result\_message = "You win!"

elif result == 'computer':

computer\_score += 1

result\_message = "You lose!"

else:

result\_message = "It's a tie!"

return user\_choice, computer\_choice, result\_message, user\_score, computer\_score

def play\_game():

while True:

user\_choice = input("Choose rock, paper, or scissors: ").lower()

if user\_choice not in ['rock', 'paper', 'scissors']:

print("Invalid choice, please try again.")

continue

user\_choice, computer\_choice, result\_message, user\_score, computer\_score = play\_round(user\_choice)

print(f"You chose: {user\_choice}")

print(f"Computer chose: {computer\_choice}")

print(result\_message)

print(f"Score - You: {user\_score}, Computer: {computer\_score}")

play\_again = input("Do you want to play another round? (yes/no): ").lower()

if play\_again != 'yes':

break

# Start the game

play\_game()