import random

# Function to get the computer's choice

def get\_computer\_choice():

choices = ['rock', 'paper', 'scissors']

return random.choice(choices)

# Function to determine the winner

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 == 'scissors' and computer\_choice == 'paper') or \

(user\_choice == 'paper' and computer\_choice == 'rock'):

return "You win!"

else:

return "You lose!"

# Main game loop

def play\_game():

user\_score = 0

computer\_score = 0

while True:

print("\nRock, Paper, Scissors - Shoot!")

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

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

print("Invalid input. Please choose 'rock', 'paper', or 'scissors'.")

continue

computer\_choice = get\_computer\_choice()

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

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

print(result)

if result == "You win!":

user\_score += 1

elif result == "You lose!":

computer\_score += 1

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

print("\nThanks for playing! Final score - You: {}, Computer: {}".format(user\_score, computer\_score))

# Start the game

play\_game()