```cpp
#include <iostream>
#include <cstdlib> // Include this library for rand()
#include <ctime>   // Include this library for time()

int main() {
    int player;
    int computer;

    srand(time(0)); // Seed random number generator

    std::cout << "Enter 0 for Rock, 1 for Paper, or 2 for Scissors: ";
    std::cin >> player;

    computer = rand() % 3; // Computer's random choice

    std::cout << "You chose: " << player << std::endl;
    std::cout << "Computer chose: " << computer << std::endl;

    if (player == computer) {
        std::cout << "Tie!" << std::endl;
    } else if (player == 0 && computer == 2) {
        std::cout << "You win! Rock smashes Scissors." << std::endl;
    } else if (player == 1 && computer == 0) {
        std::cout << "You win! Paper covers Rock." << std::endl;
    } else if (player == 2 && computer == 1) {
        std::cout << "You win! Scissors cut Paper." << std::endl;
    } else {
        std::cout << "Computer wins!" << std::endl;
    }

    return 0;
}
```