import random

def play\_round():

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

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

computer\_choice = random.choice(choices)

print(f"You chose: {user\_choice}, Computer chose: {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!"

user\_score = 0

computer\_score = 0

while True:

result = play\_round()

print(result)

if "win" in result:

user\_score += 1

elif "lose" in result:

computer\_score += 1

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

if input("Play again? (y/n): ").lower() != 'y':

break