```python
import random

def get_user_choice():
    return input("Rock, Paper, or Scissors? ").lower()

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

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!'

def display_result(user_choice, computer_choice, result, user_score, computer_score):
    print(f"\nYour choice: {user_choice}")
    print(f"Computer's choice: {computer_choice}")
    print(result)
    print(f"Score - You: {user_score}, Computer: {computer_score}")

def play_again():
    return input("Do you want to play again? (yes/no): ").lower() == 'yes'

def main():
    user_score = 0
    computer_score = 0

    while True:
        user_choice = get_user_choice()
        computer_choice = get_computer_choice()

        result = determine_winner(user_choice, computer_choice)
        display_result(user_choice, computer_choice, result, user_score, computer_score)

        if 'win' in result:
            user_score += 1
        elif 'lose' in result:
            computer_score += 1

        if not play_again():
            print("Thanks for playing. Goodbye!")
            break

if __name__ == "__main__":
    main()
```