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import random

def get_computer_choice():
    """Generate a random choice for the computer: rock, paper, or scissors."""
    return random.choice(["rock", "paper", "scissors"])

def determine_winner(user_choice, computer_choice):
    """Determine the winner based on the user's choice and computer's 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 display_results(user_choice, computer_choice, result):
    """Display the choices and the result of the round."""
    print(f"\nYou chose: {user_choice}")
    print(f"The computer chose: {computer_choice}")
    if result == "tie":
        print("It's a tie!")
    elif result == "user":
        print("You win!")
    else:
        print("You lose!")

def play_game():
    """Main function to play the Rock, Paper, Scissors game."""
    user_score = 0

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computer_score = 0
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while True:
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    print("\n--- Rock, Paper, Scissors ---")
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    user_choice = input("Enter your choice (rock, paper, or scissors): ").lower()
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    if user_choice not in ["rock", "paper", "scissors"]:
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        print("Invalid choice. Please enter 'rock', 'paper', or 'scissors'.")
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        continue
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```
    computer_choice = get_computer_choice()
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    result = determine_winner(user_choice, computer_choice)
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    display_results(user_choice, computer_choice, result)
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    if result == "user":
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        user_score += 1
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    elif result == "computer":
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        computer_score += 1
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    print(f"Current Score - You: {user_score}, Computer: {computer_score}")
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    play_again = input("\nDo you want to play another round? (yes/no): ").lower()
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    if play_again != "yes":
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        print("\nThank you for playing! Final Score - You: {}, Computer: {}".format(user_score,
        computer_score))
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```
        break
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if __name__ == "__main__":
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    play_game()
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