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import random

def play_game():
    # Print welcome message
    print("Welcome to Rock, Paper, Scissors!\n")
    print("You will be playing against the computer.\n")

    # Define the game options
    options = ["rock", "paper", "scissors"]

    # Ask the user for their choice
    user_choice = input("Enter your choice (rock/paper/scissors): ").lower()

    # Validate user input
    while user_choice not in options:
        user_choice = input("Invalid input. Enter your choice (rock/paper/scissors): ").lower()

    # Generate the computer's choice
    computer_choice = random.choice(options)

    # Print the computer's choice
    print("The computer chooses:", computer_choice)

    # Determine the winner
    if user_choice == computer_choice:
        print("It's a tie!")
    elif (user_choice == "rock" and computer_choice == "scissors") or (user_choice == "paper" and computer_choice == "rock") or (user_choice == "scissors" and computer_choice == "paper"):
        print("You win!")
    else:
        print("The computer wins!")

# Call the play_game function to start the game
play_game()
```