```python
#Functions Challenge 31:  The Python Dice App
import random

def dice_sides():
    """Ask the user how many sides on their die"""
    sides = int(input("\nHow many sides would you like on your dice: "))
    return sides


def dice_number():
    """Ask the user how many dice to roll"""
    number = int(input("How many dice would you like to roll: "))
    return number


def roll_dice(sides, number):
    """Simulate rolling the dice"""
    dice = []
    print("\nYou rolled " + str(number) + " " + str(sides) + " sided dice.")
    print("\n-----Results are as followed-----")
    for i in range(number):
        value = random.randint(1, sides)
        print("\t" + str(value))
        dice.append(value)
    return dice


def sum_dice(dice):
    """Add all values of dice in a list"""
    #Using built in sum() function
    #print("The total value of your roll is " + str(sum(dice)) + ".")
    #Using our own method.
    total = 0
    for die in dice:
        total += die
    print("The total value of your roll is " + str(total) + ".")


def roll_again():
    """Ask the user to roll again"""
    choice = input("\nWould you like to roll again (y/n): ").lower()
    if choice != 'y':
        roll = False
    else:
        roll = True
    return roll


#The main code
print("Welcome to the Python Dice App")
rolling = True
while rolling:
    #Get the info for the type of dice
    d_sides = dice_sides()
    d_number = dice_number()

    #Roll and sum the dice
    my_dice = roll_dice(d_sides, d_number)
    sum_dice(my_dice)

    #Roll again
    rolling = roll_again()

print("\nThank you for using the Python Dice App.")
```