

Roll Totals:

4

6

5

4

3

1

3

2

6

5

6

6

6

4

4

3

1

2

1

2

3

2

6

5

6

6

5

4

3

1

3

3

1

2

1

2

6

6

6

4

4

3

1

2

1

2

3

5

6

6

6

6

4

4

3

1

2

1

2

3

6

6

5

4

3

1

3

2

3

5

4

4

3

1

2

6

6

6

4

4

1

2

3

5

6

6

6

6

4

4

1

2

3

6

6

5

4

3

1

3

Mean = 3.69

Mode = 6

Median = 4

Loaded Dice totals:

12

8

10

6

2

4

12

4

8

6

10

4

12

8

6

4

12

4

2

8

12

4

8

6

10

12

4

6

12

10

10

6

2

4

12

4

8

6

10

4

12

10

10

8

10

10

10

10

4

2

12

12

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10

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2

4

12

4

8

6

10

4

12

12

4

2

8

12

4

6

12

10

10

6

2

4

12

8

6

4

12

4

2

8

12

4

8

Mean = 7.5

Mode = 4

Median = 8

When I adjusted the sides upwards the average roll would go up depending on how high it was increased and went downwards depending on how low it decreased. The same was true for the initial dice part of the program.

This made sense in the context of the program as the formula is written with the number of sides in mind. When you adjust the number of sides, obviously the results are going to change. If you were doing this in real life, the results would be similar.