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Part 3) Experimental Probability (takes place after prototype game is built)

Give the game a few test plays. Fifty, to be exact. Use the table below to record the outcome of each trial. Remember, this is to test probabilities, so more detail than win-loss is required (although that is a part of it).

Trials 1-10	Trials 11-20	Trials 21-30	Trials 31-40	Trials 41-50

Based on the experimental outcomes,

Outcome	Times this outcome occurred	Experimental Probability (___/50)	Experimental Percent	Theoretical Percent (from part 2)	Difference between percents

Calculate the *predicted value* based on the <u>experimental</u> probability. Show work.

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Based on this calculation, how much would you predict to profit (as the game owner) over 50 plays?

How do these predicted values compare to the ones based on the theoretical probability?

Are you planning to make any changes to your game based on these results? If so, what?

Final Payouts: Based on any changes you've made, list the possible outcomes and the payout for each.

Outcome	Payout