1. **How are you going to differentiate between items that have the same value for every label?**

   Each city in the dataset has a unique combination of binary traits. This means no two cities should share the same values across all labels. As a result, the decision tree will always be able to isolate one specific city, and we won't need to deal with duplicates or ambiguous guesses.

2. **How will you pick the first question to ask? In each subtree, how will you pick the next question to ask?**

   To pick the questions that better splits the set, at each node (including the first split), I will evaluate every unused trait and pick the trait that best splits the remaining items into roughly equal "yes" and "no" groups. Recursively repeat that process in each subtree until it narrows down to a single item (leaf) or run out of questions. This minimizes the maximum depth of the tree, ensuring the game asks the fewest questions possible.

   Enhanced Methods: use a decision tree split method like **Entropy, Gini Index**, or **Information Gain.**