Part - 1

Directions: The following are details that smugglers might care about when deciding which cities to travel through. Rate each on a scale of 1 (**not important at all**) to 5 (**extremely important**), you may provide the same rating for multiple items. Then, whether having higher or lower of each value is better. Lastly, provide a brief explanation of your reasoning.

Attribute	Scale	High / Low	Comment
Distance to next destination	1 2 3 4 5	Highy Low	the shortest distance would most likely be taken
Crime Rate	1 2 3 4 5	(High) Low	
Population Density	1 2 🐧 4 5	High /Low	
Presence of competing gangs	1 2 3 4 5	High / Low	
Complexity of the route	1 2 3 4 5	High / Low	

Part - 2

1	Distance to destination
2.	Royfe complexity
3.	Crime rafe
4.	Populatron
5.	Competing gangs

Part - 1

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Attribute	Scale	High / Low	Comment
Distance to next destination	1 2 3 4 5	High / Low	car/road reliability
Crime Rate	1 (2) 3 4 5	(High) Low	not get robbed
Population Density	1 2 3 Å 5	High Low	not get lost/troi
Presence of competing	1 2 3 4 (5)	High / Low	not get robbed
gangs			robbed
Complexity of the route	1 2 3 4 5	(High) Low	not get los

Part - 2

1.	Gang
2.	Crime
	Complex
4.	dist
5.	papulatices

Part - 1

Directions: The following are details that smugglers might care about when deciding which cities to travel through. Rate each on a scale of 1 (**not important at all**) to 5 (**extremely important**), you may provide the same rating for multiple items. Then, whether having higher or lower of each value is better. Lastly, provide a brief explanation of your reasoning.

Attribute	Scale	High / Low	Comment
Distance to next destination	1 2 (3) 4 5	High/Low	I'd who to take
Crime Rate	1 2 3 4 5	(High/Low	im acroninal, Im not afraid of Cr
Population Density	1 2 3 4 5	High/ Low	I don't come pulat
Presence of competing gangs	1 2 3 4 5)	High/Low	other gargo Ava Scary
Complexity of the route	1 (2) 3 4 5	(High) Low	I don't mind

Part - 2

1	gangs
2	Crime
3	distance
4	confluency
5	drum des (populata

Part - 1

1301

Directions: The following are details that smugglers might care about when deciding which cities to travel through. Rate each on a scale of 1 (**not important at all**) to 5 (**extremely important**), you may provide the same rating for multiple items. Then, whether having higher or lower of each value is better. Lastly, provide a brief explanation of your reasoning.

Attribute	Scale	High / Low	Comment
Distance to next destination	1 2 3 4	High / Low	fask more Now to Mining
Crime Rate	1 2 3 4 5	High / Løw	don't stel my xit
Population Density	1 /2 3 4 5	High/Low	Hide in Plain sist
Presence of competing gangs	1 2 3 4 5	High / Low	loss 1.6 y to be stolen
Complexity of the route	1 2 (3) 4 5	High / Low	less complex istyt

Part - 2

1	(DENS)	
2	Crize	/
3.	Distan	/
4	Conglex, L	
5	popletan	

Part - 1

Directions: The following are details that smugglers might care about when deciding which cities to travel through. Rate each on a scale of 1 (**not important at all**) to 5 (**extremely important**), you may provide the same rating for multiple items. Then, whether having higher or lower of each value is better. Lastly, provide a brief explanation of your reasoning.

Attribute	Scale	High / Low	Comment
Distance to next destination	1 2 3 4 (5)	High / Low	getting there
Crime Rate	1 2 3 4 5	High (Low)	Sow - not get rolledy completers 2 No Bole
Population Density	1 2 3 4 5	High Low	Low chance of Drive detected
Presence of competing gangs	1 2 3 4 (5)	High (Low)	Met acre ones values
Complexity of the route	1 (2) 3 4 5	High Low	Counsporter

Part - 2

1.	Gresence of Jangs
2.	Bistones
3.	Population
1.	Crimo
5.	Complexity

Part - 1

Directions: The following are details that smugglers might care about when deciding which cities to travel through. Rate each on a scale of 1 (**not important at all**) to 5 (**extremely important**), you may provide the same rating for multiple items. Then, whether having higher or lower of each value is better. Lastly, provide a brief explanation of your reasoning.

Attribute	Scale	High / Low	Comment
Distance to next destination	1 2 (3) 4 5	High (Low)	
Crime Rate	1 2 3 4 5	High/Low	
Population Density	1 2 3 4 5	High/Low	
Presence of competing gangs	1 2 3 4 5	High /Low	
Complexity of the route	1 2 3 4 5	High /Low	

Part - 2

Directions: Consider the ratings you provided above. Rank each of the previously listed items based on which of them would be the most important to you.

1. Population Persity = 2. Competry Gays

4. compxity

5. Chine Tate.

Part - 1

Directions: The following are details that smugglers might care about when deciding which cities to travel through. Rate each on a scale of 1 (**not important at all**) to 5 (**extremely important**), you may provide the same rating for multiple items. Then, whether having higher or lower of each value is better.

Lastly, provide a brief explanation of your reasoning.

This might be 7 more readily undestood it you provide an example

		Mr. Chillipse		
Attribute	Scale	High / Low	Comment	
Distance to next destination	1 2 3 4 5	High Low	less distance - jew opportunities to get caught	
Crime Rate	(1)(2) 3 4 5	High Low	less crime	
Population Density	1 2 3 4 5	High Low	Jewer people - few introdions	
Presence of competing gangs	1 2 3 (4) 5	High /Low	less competition reduced Pot alternation	
Complexity of the route	1 ② 3 4 5	High (Low)	Ensur access First transport	

Part - 2

1	Distance
2	Grany Presence
3	Population Dansity
4	Crime Rate
5	Complexity