Protocol Description

Version 1.0

Assuming every node has an address, the packet will have a script that given the address of all connected nodes it can determine which connected node has the address closest to the receiving node. If the packet reaches a node that is not able to connect to any other node it will send a message back to the node that sent the packet to it saying it was not able to pass on the packet. Then the node that received such a message will ignore the node that sent it and re-do the algorithm.