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.

Rules followed by each node after receiving the packet.

1. If the current node is the final receiving node, stop forwarding the packet.
2. Given every connected node, calculate which node is closer to the final receiving node and send the packet to that node if and only if that node never received the packet.
3. If there are no available nodes to send the packet besides the node which firstly sent the packet, send the packet back to such node.