Algorithms, kernels and lower bounds for the Flood-It game parameterized by the vertex cover number

<https://www.sciencedirect.com/science/article/pii/S0166218X17303116>

An algorithmic analysis of Flood-It and Free-Flood-It on graph powers

<https://dmtcs.episciences.org/2086/pdf>

The Flood-It game parameterized by the vertex cover number

<https://www.sciencedirect.com/science/article/pii/S1571065315001626?via%3Dihub>

The complexity of flood-filling games on graphs

[https://www.sciencedirect.com/science/article/pii/S0166218X11003337 - f000005](https://www.sciencedirect.com/science/article/pii/S0166218X11003337#f000005)

Flooding games on graphs

<https://www.sciencedirect.com/science/article/pii/S0166218X13004290>

**The Complexity of Flood Filling Games**

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