Nodeonic Wars

Nodes fighting each other

# What are the Nodeonic Wars?

The nodeonic wars is the representation of war using the concept of graphs. A country would strive to own as many nodes as it can using it’s armies and it would compete for these other nodes with other countries.

The name Nodeonic Wars was inspired by two things, the Napoleonic Wars and the nodes in a graph.

The two strategies a country could use to claim and conquer new land is breadth first and depth search, a country can be one of two types, communist or capitalist. Communist country would use depth first and capitalist country would use breadth first.

A node is land in which facilities can be built, since it is land it also has a terrain and the terrain impacts what can be done on that land.

Types of Node land terrain:

* Plain (Foot soldiers, Airplanes, tanks)
* Sea (Navy, Airplanes)
* Mountains (Foot soldiers)

A node can be where facilities are stored to help sustain the armies

Types of facilities:

* Ammunition Factory (foot soldiers, airplanes, tanks, navy, airplanes)
* Supply Depots (Store supplies for later use)
* Military camp (Store army units)
* Armory (Store boats, planes and tanks)
* Factory (To make stuff)
* City (One of which is a capital)

Additionally, a node must have a space for active armies, so an array of armies.

An army unit is made up of the following:

* Infantry battalion
* Mobile armour company
* Artillery unit
* Fighter jets
* Navy

An army unit travels from one node to another through edges, the edge is also a type of terrain is also a way. Each edge’s weight value would represent the amount of time required to go from one node to the next.