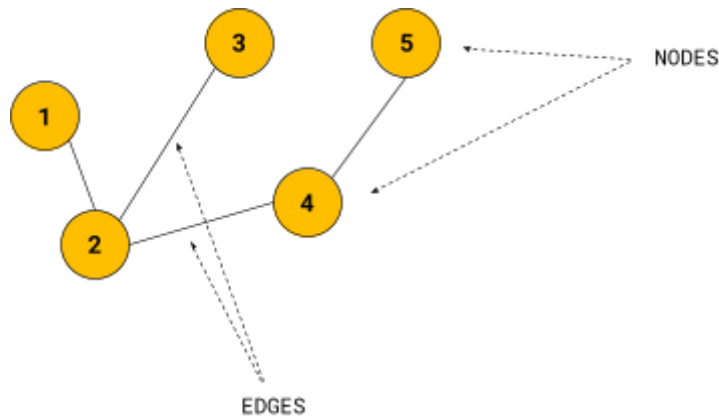


Graphs

Do you want to make dynamic cities, maps that have height variations, even breakpoints? Then graphs might be the data structure you are looking for!

A graph is a data structure made out of a collection of nodes and edges. The nodes are the endpoints (containers) where the edges are the connections between them.



Using graphs we can create city streets, map regions or even grids.

To find out more about how they can be implemented and used, go to the graph section in the bonus module of this course.

PROs of Graphs:

- Can be used to **model any type of terrain, height**, street intersections, even grids.
- Can be **easily updated** with new changes.

CONs of Graphs:

- **Harder to work with than grids** – the game needs to have a way to map all the points on a graph.