Maze Path Finder

You are presented with a 2D grid representing a maze. The maze comprises the following elements:

- 0: Starting point
- 1: Road (traversable)
- -1: Wall (impassable)
- 2: Destination

Your objective is to ascertain whether there exists a path from the starting point to the destination. If such a path exists, return 'True'. You are allowed to move exclusively in up, down, left, or right directions, and you cannot traverse through walls or venture beyond the grid boundaries.

Input:

row: The number of rows in the maze.
column: The number of columns in the maze.
Maze: A 2D grid of integers, with each integer representing an element of the maze (0, 1, -1, or 2).

Output:

Print 'Found' if a path to the destination exists; if there is no path to the destination, print 'Not found'.

Constraints:

- It can be assumed that there is precisely one starting point (0) and one destination (2) in the maze.
- The maze will always be a rectangular grid (all rows have the same number of columns).
- 1 <= row(maze), column(maze) <= 100)

Sample:

No.	Sample Input	Sample Output
1	3 3 0 -1 1 1 -1 1	Not found

	-1 -1 2	
2	3 3 0 1 1 1 -1 1 -1 -1 2	Found
3	5 5 0 1 1 -1 1 1 -1 1 -1 1 1 -1 1 -1 1 1 -1 1 -1 1 1 1 1 1 2	Found