The algorithm is given a maze (formatted as outlined in the assignment) and a starting (current) position p.

1. If p is an exit, mark it.
2. If p is a wall or has already been visited, return.
3. Get all positions neighboring p and recursively call the algorithm with the obtained positions.

The first eight steps are thus

```
  0123456789A
0 ###########
1 #  #  #   #
2 # #  #  # #
3 #   ## ## #
4 ###       #
5 #S  # # ###
6 # ##  #   #
7 #   # ### #
8 # # # # # #
9 #   #     #
A ###########
```

Depth	p	obstacle/visited	neighbours
0	(5,1)	no	(5,0) (5,2) (4,1) (6,1)
1	(5,0)	yes	
1	(5,2)	no	(5,1) (5,3) (4,2) (6,2)
2	(5,1)	yes	
2	(5,3)	no	(5,2) (5,4) (4,3) (6,3)
3	(5,2)	yes	
3	(5,4)	yes	
3	(4,3)	no	(4,2) (4,4) (3,3) (5,3)