**Depth First Search**

Pseudo Code:

DFS(M,S,E) // M is map, S is start node, E is end node

Let S be a stack

S.push(S)

While(S is not empty)

N = S.Pop()

set N to visited

if(N is E)

Create Path()

return

else

foreach (neighbor node in N)

if (node is not visited)

S.Push(node)

set node to visited

Properties:

* Complexity:
  + Time Complexity: O(N) where N is the number of Nodes in the map
  + Space Complexity: O(N) where N is the number on Nodes in the map
* Completeness: Since the maze doesn’t have any infinite length paths, It will find the goal node if one exists.
* Admissibility: It will Most likely not find the best solution.
* Irrevocability: Tentative