**Maze Generation**

**Recursive backtracking Algorithm**

The depth-first search algorithm of maze generation is frequently implemented using [backtracking](https://en.wikipedia.org/wiki/Backtracking)

1. Make the initial cell the current cell and mark it as visited
2. While there are unvisited cells
   * If the current cell has any neighbours which have not been visited
     + Choose randomly one of the unvisited neighbours
     + Push the current cell to the stack
     + Remove the wall between the current cell and the chosen cell
     + Make the chosen cell the current cell and mark it as visited
   * Else if stack is not empty
     + Pop a cell from the stack
     + Make it the current cell









