Maze generator Algorithm:

1. Initialize a grid: Decide on the size of the maze and create a grid of cells. Each cell represents a location in the maze. Assign an initial value to each cell, such as "unvisited" or "blocked."
2. Choose a starting point: Randomly select a cell to start the maze generation process. Mark it as visited.
3. Create a stack: Initialize an empty stack. This stack will be used to keep track of the cells as we move through the maze.
4. Iterate until the stack is empty: Repeat the following steps until the stack is empty:
   * Check the neighboring cells: Look at the unvisited neighboring cells of the current cell. Neighboring cells can be accessed by moving up, down, left, or right from the current cell.
   * Choose a random neighboring cell: Randomly select one of the unvisited neighboring cells.
   * Remove the wall: Remove the wall between the current cell and the chosen neighboring cell, connecting them.
   * Push the current cell onto the stack: Push the current cell onto the stack to remember the path taken.
   * Mark the chosen neighboring cell as visited: Set the chosen neighboring cell as visited.
   * Set the chosen neighboring cell as the current cell: Update the current cell to be the chosen neighboring cell.
5. Backtrack if there are no unvisited neighboring cells: If the current cell has no unvisited neighboring cells, pop a cell from the stack. Set the popped cell as the current cell and repeat step 4.
6. Repeat step 5 until the stack is empty: Continue backtracking and popping cells from the stack until the stack is empty.
7. End the maze generation: Once the stack is empty, the maze generation process is complete. You should have a fully generated maze.