My algorithm uses a dynamic programming approach where for each grid given, I make a grid of the same sized that is filled with -1, which represents whether a given index has been visited or not. Once visited, this copied grid will update the same index with the best length from that index. This is dynamic programming because the next time we visit that index, the best path from that index is already known and we just add 1 to it. This goes back to the for loop where I see if what is returned is bigger than my current max. If so, add 1 because that path should include the start node.