A possible algorithm would be where the computer tries out every possible path there is and compares them to find the shortest. However, an issue with this algorithm would be, as the area gets bigger, the amount of possible paths grows exponentially. This algorithm would not be an ideal algorithm as it could take a computer years to solve just one grid. However, it is one way to solve this problem. The algorithm should also no one it is stuck in an infinite loop. For example, if it keeps doubling back/goes to the same spot more than once, then it will never reach the end. This is needed so the computer doesn't run forever.