1. INIT: Maze[rowSize][collumnSize];
2. Determine exit: Maze[exitRow][exitCollumn];
3. INIT: Currentplayerposition[rowSize][collumnSize];
4. determine start position:

Currentplayerposition[initialPlayerRow][initialPlayerCollumn] = ‘P’;

1. global variable that updates player position :   
   int updatedPositionRow, updatedPositionCollumn;

updatedPositionRow = initialPlayerRow;

updatedPositionCollumn = initialPlayerCollumn;

1. Movement of currenplayer:

-Go left:

updatedPositionCollumn = updatedPositionRow – 1;

Currentplayerposition[updatedPositionRow][ updatedPositionRow] = 'P';