1. This program uses functions to enable the functionalities more controllable.
2. <string.h> is included to **RESET** the random map
3. <ctime> is included to generate random game map
4. This program provides the users three more functionalities:

* Saving:
  + It offers up to three archives.
  + And all of them can be rewrote
* Check the game map
  + When users choose to give up (input ‘g’), win or lose the game, the game map will be given to show them the values of every cell
* Restart
  + Users can choose restart (input ‘e’) whenever they are tired of the game map they’re playing with

1. Define value is used
2. Inputs of users are checking to ensure they are valid
3. There’s an initial interface of the game
4. A loading option is given when users open the game
5. Whenever the game ends (except restart), the game map will appear