Dice Game

* This game will be 1 of 3 gamesn in a multi-game project (the other 2 im not responsible for)
* The game will be a normal dice game to 10,000.
  + Each player will roll the dice and can select the dice they want to keep from each roll.
  + Scores will be added to their overall score (if the users quit game early not scores will be kept)
  + Scoring and game information
    - <https://en.wikipedia.org/wiki/Dice_10000#Play>
* There will only be 2 players
  + Player info will be passed in from the main entry into the program
    - diceGame(Int \* scores, string \* player)
    - see example code that I have started
  + At the end of the game the players scores will be presented and winner will be declared, and then the scores will be returned back to the main program where they will be aggregated into a scoreboard (I am only responsible for the return portion of the not the main)
* There must be a few options from menu so the players can choose to ask for help, ask for instruction, or exit the game and return to the main menu, if game is exited early (before completion) then no scores will be saved
* If you have questions please let me know.