Given a square matrix grid, return whether it is a valid solution to a game 0h n0.

This is based off the game [0h n0](http://0hn0.com/), by Martin Kool, which rules are the following:

* Let's define a *visibility* of the cell as the number of cells till first 0 or the border of the grid in all 4 directions;
* The grid is a solution to a game if for each cell containing number x > 0, its *visibility* is equal x.

Given the grid, return whether it is the solution to the game or not.

**Example**  
For

grid = [[1, 2, 0],

[0, 1, 0],

[0, 0, 0]]

the output should be  
like0hn0(grid) = true.  
Let's look at all non-zero cells:

* Cell grid[0][0] contains number 1 and has *visibility* equal to 1 (only grid[0][1] is visible from this cell)
* Cell grid[0][1] contains number 2 and has *visibility* equal to 2 (grid[0][0] and grid[1][1] are visible from this cell)
* Cell grid[1][1] contains number 1 and has *visibility* equal to 1 (only grid[0][1] is visible from this cell)