```cpp
 1   #ifndef GAME_H
 2   #define GAME_H
 3
 4   #include"Character.h"
 5   #include"functions.h"
 6   #include<ctime>
 7   #include<vector>
 8   #include<fstream>
 9
10   using namespace std;
11
12   class Game
13   {
14   public:
15       Game();
16       virtual ~Game();
17
18       // Operators
19
20       // Functions
21       void mainMenu();
22       void initGame();
23       void createNewCharacter();
24       void saveCharacters();
25       void loadCharacters();
26
27       // Accessors
28       inline bool getPlaying() const { return this->playing; }
29
30
31       // Modifiers
32
33
34   private:
35       int choice;
36       bool playing;
37
38       // Character Related
39       int activeCharacter;
40       std::vector <Character> characters;
41       std::string fileName;
42   };
43   #endif
```