Name of the game: The Cave in the Valley

Target age: 15-up

Purpose: to explore a cave while learning about bash.

Narrative:

There are tales of a mysterious cave that opened overnight in a valley. The hero is drawn there to investigate. No one knows exactly what lurks within the cave, but there have been sightings of strange beasts wandering out at dusk.  
According to some, the cave does not remain in the valley from one day to the next. Some days it’s there, some it’s gone without a trace.   
Only a select few are permitted to see it, let alone enter.

Instructions:

The game teaches bash commands through messages written on signs. The purpose is to explore the cave and discover its secrets. The playable character starts with 10 health points and low levels in strength, defense, and experience. He must defeat enemies to become stronger. Experience points are gained with every defeated enemy, and if he gets enough, he ‘levels up.’

The player can choose to fight any enemies found in the caves. Some enemies are too strong at first, and the character must become stronger before facing them. Some enemies guard rooms that cannot be entered until they’re defeated.   
A guard stands watch in front of the final room and asks for a password to enter.   
All these challenges must be overcome to win the game.

List of Concepts/Skills:

cd

cd ..

ls

ls -F

|

grep

pwd

up arrow key to scroll through commands previous commands

cat

echo

$var

Misc:

I made the game so that it is very easy to break apart if you try to look below the surface with commands like “ls -la” or “vim.” Even the command “cat” shouldn’t be used after reading the first sign. I created a function to replace it.

I also made the permissions so that users can edit files. I did this because I am running scripts using the source “.” command in the bash shell, and I think I needed full permissions to make it work correctly.

For the best experience, restrict yourself to the commands presented within the game (beyond the necessary cd, ls, and cat in the beginning).