Esercizio S3/L2

Installazione su Kali Linux di un gioco

Data la traccia:

"Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzare con i comandi della shell. Istallazione: Per installare il gioco GameShell, eseguire in ordine i seguenti comandi, assicurarsi di avere connettività ad internet prima e di aver eseguito il comando sudo apt-get update.

sudo apt install gettext man-db procps psmisc nano tree bsdmainutils x11-apps wget

wget

https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh

Una volta eseguiti i comandi, il gioco può essere lanciato con il comando # bash gameshell.sh"

Sviluppo della consegna:

Una volta che abbiamo installato il gioco, avremo la seguente struttura:

Il gioco è costituito in più livelli, l'avanzamento di livello richiede il completamento di particolari missioni. Per ogni livello si può controllare la missione ed il suo stato con i comandi:

gsh goal: mostra la missione per il livello corrente.

gsh check : controlla lo stato della missione attuale (se completata o meno).

Di seguito riporto gli screen delle missioni completate, annesse del comando utilizzato prima di completarla:

```
[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls

[use 'gsh help' to get a list of available commands]
[mission 1] $ gsh check

Congratulations, mission 1 has been successfully completed!
```

```
[use 'gsh help' to get a list of available commands]
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd Cellar

[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar

[use 'gsh help' to get a list of available commands]
[mission 2] $ gsh check

Congratulations, mission 2 has been successfully completed!
```

```
[mission 3] $ cd

[use 'gsh help' to get a list of available commands]
[mission 3] $ cd Castle/Main_building/Throne_room

[use 'gsh help' to get a list of available commands]
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!
```

```
~/Forest
[mission 4] $ cd Hut

~/Forest/Hut
[mission 4] $ mkdir Chest

~/Forest/Hut
[mission 4] $ ls
Chest

~/Forest/Hut
[mission 4] $ gsh check

Congratulations, mission 4 has been successfully completed!
```

```
File Actions Edit View Help

~/Castle
[mission 5] $ cd Cellar

~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2 spider_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ rm spider_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ gsh check

Congratulations, mission 5 has been successfully completed!
```

```
[mission 7] $ ls -A
.26986_coin_2 .31144_coin_1 .63368_coin_3 Flower_garden Maze Shed
~/Garden
[mission 7] $ mv .26986_coin_2 .31144_coin_1 mv .63368_coin_3 ~/Forest/Hut/Ch
mv: cannot stat 'mv': No such file or directory
~/Garden
[mission 7] $ cd Garden
bash: cd: Garden: No such file or directory
~/Garden
[mission 7] $ cd
[mission 7] $ cd Garden
~/Garden
[mission 7] $ ls -A
Flower_garden Maze Shed
~/Garden
[mission 7] $ gsh check
Congratulations, mission 7 has been successfully completed!
```

```
File Actions Edit View Help

[mission 8] $ *spider*
10595_spider_36: command not found

~/Castle/Cellar
[mission 8] $ *spider*
10595_spider_36: command not found

~/Castle/Cellar
[mission 8] $ rm *spider*

~/Castle/Cellar
[mission 8] $ gsh check

Congratulations, mission 8 has been successfully completed!
```

```
~/Castle/Great_hall
[mission 10] $ ls -A
18525_stag_head 6145_suit_of_armour standard_2 standard_4
36379_decorative_shield standard_1 standard_3

~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/est

~/Castle/Great_hall
[mission 10] $ gsh check

Congratulations, mission 10 has been successfully completed!
```

```
kali@kali: ~
File Actions Edit View Help
[mission 11] $ ls -A
                      11156_suit_of_armour
                                                          standard_3
15155_tapestry_09
                                                          standard_4
18341_tapestry_02
24467_tapestry_08
                       38805_stag_head
                                        standard_1
26408_decorative_shield 47732_tapestry_06 standard_2
~/Castle/Great_hall
[mission 11] $ cp *tapestry* ~/Forest/Hut/Chest
~/Castle/Great_hall
[mission 11] $ gsh check
Congratulations, mission 11 has been successfully completed!
```

```
File Actions Edit View Help

-/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 09-25-1941?

1 : Monday
2 : Tuesday
3 : Wednesday
4 : Thursday
5 : Friday
6 : Saturday
7 : Sunday
Your answer: 4

Congratulations, mission 13 has been successfully completed!
```