

GAMESHELL

In questo gioco affrontiamo i livelli utilizzando i comandi tramite i codici, adesso vedremo alcuni di questi livelli:

The image shows a terminal window with a dark background and a large, faint dragon graphic. The terminal text is as follows:

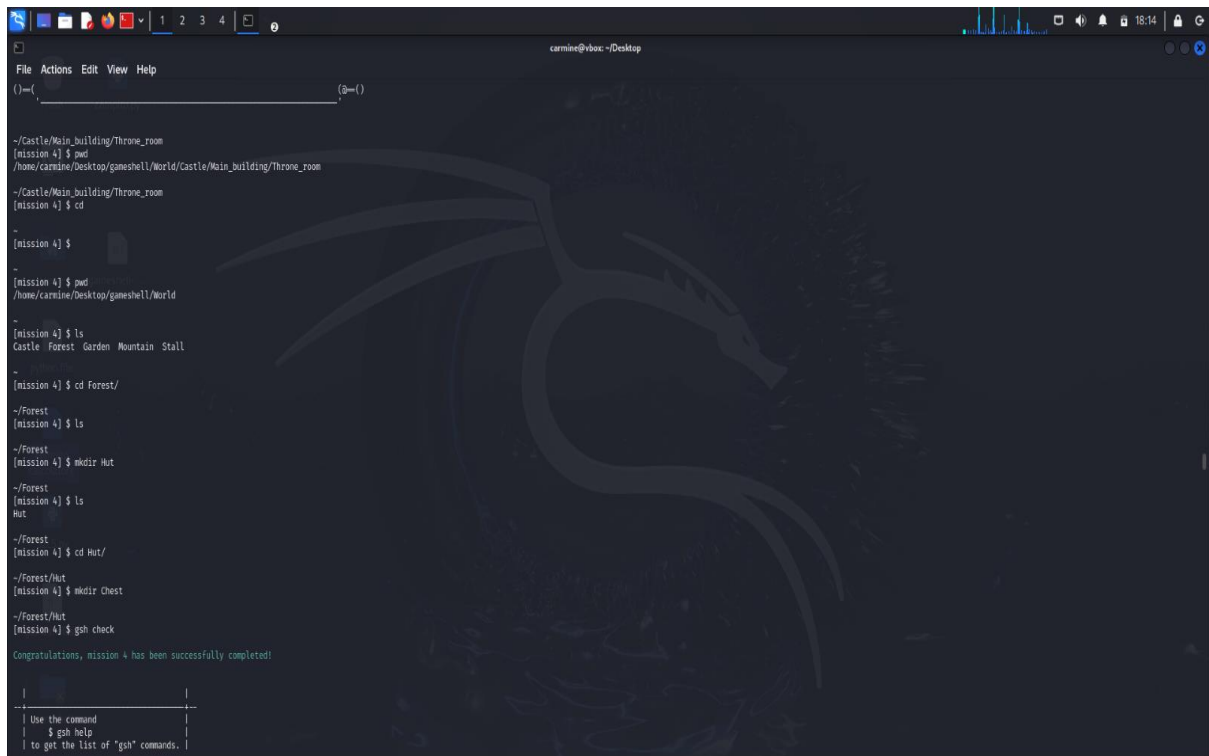
```
carmine@vbox: ~/Desktop
File Actions Edit View Help
[use 'gsh help' to get a list of available commands]
[mission 3] $ cd ..
[use 'gsh help' to get a list of available commands]
[mission 3] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[use 'gsh help' to get a list of available commands]
[mission 3] $ cd Main_building/
bash: cd: Main_building/: No such file or directory
[use 'gsh help' to get a list of available commands]
[mission 3] $ cd Main_building/
[use 'gsh help' to get a list of available commands]
[mission 3] $ ls
Library Throne_room
[use 'gsh help' to get a list of available commands]
[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!

Well done!!!

From now on, the current location will be shown just before the command prompt.
```

A "Screenshot taken" notification box is visible in the top right corner of the terminal window.

Nella prima immagine vediamo in terzo livello del gioco, la missione ci chiedeva di tornare nelle stanze precedenti e accedere ad un'altra stanza usando solo 2 comandi. I comandi usati sono cd per tornare al primo menu e **cd stanza1/stanza2/stanza3**.

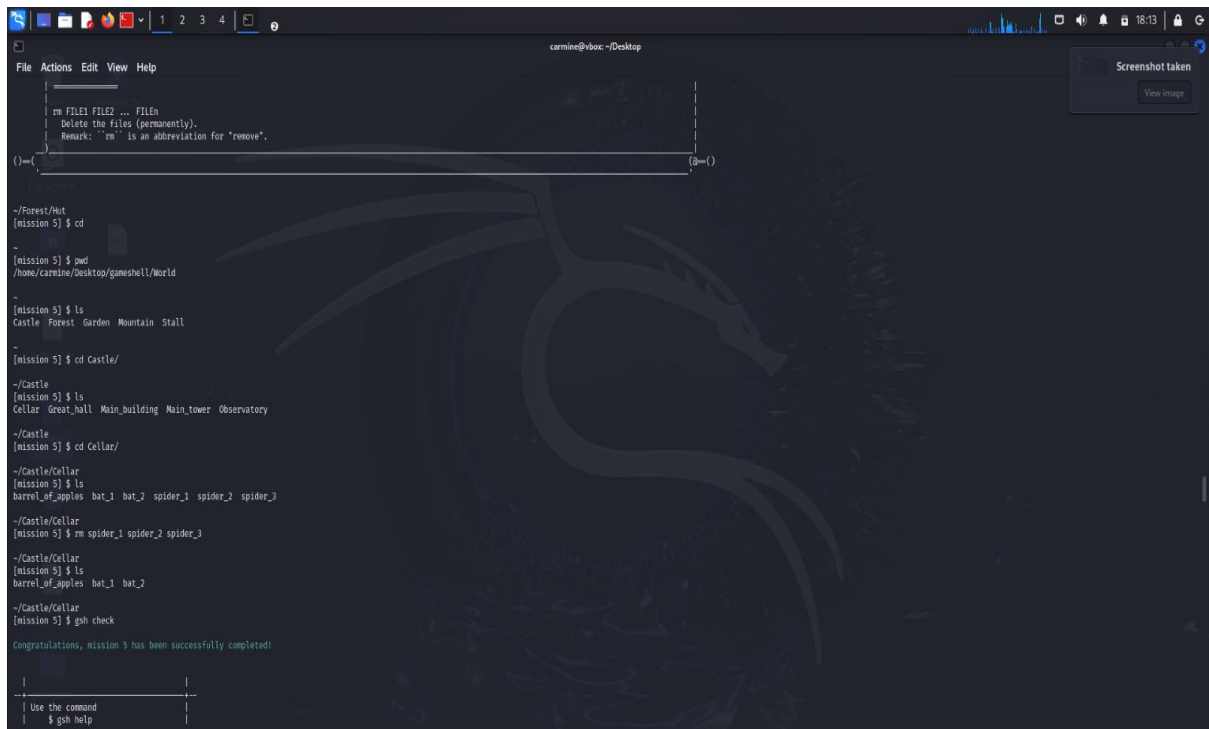


```
carmine@vbox: ~/Desktop
File Actions Edit View Help
()=() (B=())

~/Castle/Main_building/Throne_room
[mission 4] $ pwd
/home/carmin/Desktop/gameshell/World/Castle/Main_building/Throne_room
~/Castle/Main_building/Throne_room
[mission 4] $ cd
[mission 4] $
[mission 4] $ pwd
/home/carmin/Desktop/gameshell/World
[mission 4] $ ls
Castle Forest Garden Mountain Stall
[mission 4] $ cd Forest/
~/Forest
[mission 4] $ ls
[mission 4] $ mkdir Hut
~/Forest
[mission 4] $ ls
Hut
~/Forest
[mission 4] $ cd Hut/
~/Forest/Hut
[mission 4] $ mkdir Chest
~/Forest/Hut
[mission 4] $ gsh check
Congratulations, mission 4 has been successfully completed!

|-----|
| Use the command |
| $ gsh help      |
| to get the list of "gsh" commands. |
```

Nella seconda immagine vediamo l'esercizio 4, la missione ci chiede di usare il comando **mkdir** per creare nuovi file. Quindi usiamo il comando **mkdir NOME_FILE** e la stanza verrà creata.



```
File Actions Edit View Help
|-----|
| rm FILE1 FILE2 ... FILEn
| Delete the files (permanently).
| Remark: 'rm' is an abbreviation for 'remove'.
|-----|
()=()

~/Forest/Hut
[mission 5] $ cd
-
[mission 5] $ pwd
/home/carmine/Desktop/gameshell/World
-
[mission 5] $ ls
Castle Forest Garden Mountain Stall
-
[mission 5] $ cd Castle/
~/Castle
[mission 5] $ ls
Cellar Great_hall Main_building Main_tower Observatory
-
~/Castle
[mission 5] $ cd Cellar/
~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples hat_1 hat_2 spider_1 spider_2 spider_3
-
~/Castle/Cellar
[mission 5] $ rm spider_1 spider_2 spider_3
-
~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples hat_1 hat_2
-
~/Castle/Cellar
[mission 5] $ gsh check
Congratulations, mission 5 has been successfully completed!

|-----|
| Use the command
| $ gsh help
|-----|
```

Nell'ultimo livello la missione ci chiede di eliminare dei ragni (file) usando il comando **rm**, quindi sarà **rm spider_1 spider_2 spider_3**