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Report Gameshell

In report mostrerò gli screen dei livelli correttamente completati

```
[mission 1] $ cd Second_Floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ gsh check

Congratulations, mission 1 has been successfully completed!

[mission 2] $ cd Cellar
[mission 2] $ gsh check

Congratulations, mission 2 has been successfully completed!

[mission 3] $ cd
[mission 3] $ cd /home/kali/gameshell/World/Castle/Main_building/Throne_room
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!

[mission 4] $ cd Chest

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

Congratulations, mission 4 has been successfully completed!

barrel_of_apples  bat_1  bat_2

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

Congratulations, mission 5 has been successfully completed!

[mission 6] $ mv coin_1 coin_2 coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 6] $ gsh check

Congratulations, mission 6 has been successfully completed!
```

```

[mission 7] $ mv .31439_coin_2 .34125_coin_3 .9914_coin_1 ~/Forest/Hut/Chest
~/Garden
[mission 7] $ gsh check

Congratulations, mission 7 has been successfully completed!

17159_bat_3 17329_bat_1 27415_bat_2 4282_bat_5 6540_bat_4 barrel_of_apples bat_1 bat_2
~/Castle/Cellar
[mission 8] $ gsh check

Congratulations, mission 8 has been successfully completed!

.. 17159_bat_3 27415_bat_2 .3059_bat_3 .3798_bat_1 6540_bat_4 bat_1 - - ''
~/Castle/Cellar
[mission 9] $ gsh check

Congratulations, mission 9 has been successfully completed!

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

Congratulations, mission 10 has been successfully completed!

~/Castle/Great_hall
[mission 11] $ cp *_tapestry_* ~/Forest/Hut/Chest

~/Castle/Great_hall
[mission 11] $ gsh check

Congratulations, mission 11 has been successfully completed!
~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_qWhRDZgI ~/Forest/Hut/Chest
~/Castle/Main_tower/First_floor
[mission 12] $ gsh check

Congratulations, mission 12 has been successfully completed!
0 : Saturday
7 : Sunday
Your answer: 5

Congratulations, mission 13 has been successfully completed!

[mission 14] $ la
.nice_rock painting_DVXGMnNU painting_qWhRDZgI painting_TgmkRLtd Second_floor/
~/Castle/Main_tower/First_floor
[mission 14] $ gsh check

Congratulations, mission 14 has been successfully completed!

```

```
~/Forest/Hut/Chest  
[mission 15] $ nano journal.txt
```

```
~/Forest/Hut/Chest  
[mission 15] $ gsh check
```

Congratulations, mission 15 has been successfully completed!

```
~/Forest/Hut/Chest  
[mission 16] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'
```

```
~/Forest/Hut/Chest  
[mission 16] $ gsh check
```

Congratulations, mission 16 has been successfully completed!

```
~/Castle/Cellar/.Lair_of_the_spider_queen sTxFBjDVWtoPiQCN MamOarRKmndaaHZI  
[mission 17] $ gsh check  
Perfect, it took you only 20 seconds to complete this mission!
```

Congratulations, mission 17 has been successfully completed!

You are back in the cellar.

```
~/Castle/Cellar  
[mission 18] $ xeyes &  
[1] 7606
```



```
~/Castle/Cellar  
[mission 18] $ gsh check
```

Congratulations, mission 18 has been successfully completed!

```
~/Garden/Maze/4696af1f244/89cde40a1/0bafeb840065aba8708611eb007  
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest
```

```
~/Garden/Maze/4696af1f244/89cde40a1/0bafeb840065aba8708611eb007  
[mission 19] $ gsh check
```

Congratulations, mission 19 has been successfully completed!

```
./ea93b5ce66c21207993e26f16654/a690ba592/c357dfa00:
```

```
~/Garden/Maze  
[mission 20] $ gsh check
```

Congratulations, mission 20 has been successfully completed!

```
~/Garden/Maze  
[mission 21] $ mv ./4f60c4304f6b1c9d0e7d585a771c5b3/6c7f05b4093/d9277161b3ceb69f2a8ec12c662/gold_coin_1 ~/Forest/Hut/Chest
```

```
~/Garden/Maze  
[mission 21] $ gsh check
```

Congratulations, mission 21 has been successfully completed!

- 1) Boil water.
- 2) Add herbs from the forest.
- 3) Let it sit for five minutes and drink while hot.

~/Mountain/Cave
[mission 22] \$ gsh check

Congratulations, mission 22 has been successfully completed!

- 6) Feel free to add in any colourful fungi you have on hand.
- 7) Let half of the water evaporate.
- 8) Season with a pinch of salt and a few herbs.
- 9) Serve hot in a bowl.

~/Mountain/Cave
[mission 23] \$ gsh check

Congratulations, mission 23 has been successfully completed!

- 15) Add 1 additional scoop of lacewings to the cauldron.
- 16) Stir 3 times, counter-clockwise.
- 17) Split potion into multiple doses, if desired.
- 18) Add a pieces of the person you wish to become.
- 19) Wave your wand to complete the potion.

~/Mountain/Cave
[mission 24] \$ gsh check

Congratulations, mission 24 has been successfully completed!

10) Drink the potion from the cauldron.

~/Mountain/Cave
[mission 25] \$ gsh check

Congratulations, mission 25 has been successfully completed!

~/Mountain/Cave
[mission 26] \$ gsh check

Congratulations, mission 26 has been successfully completed!

18475 pts/0	00:00:00 bash
56432 pts/0	00:00:00 ps

~/Mountain/Cave
[mission 27] \$ gsh check

Congratulations, mission 27 has been successfully completed!

18475 pts/0	00:00:01 bash
64366 pts/0	00:00:00 ps

~/Mountain/Cave
[mission 28] \$ gsh check

Congratulations, mission 28 has been successfully completed!