Svolgimento primi 7 livelli di GameShell su Kali Linux :

```
[mission 1] $ pwd
/home/kali/gameshell/World
[mission 1] $ ls
Castle  Forest  Garden  Mountain  Stall
[mission 1] $ cd Castle
[mission 1] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
[mission 1] $ cd Main_tower
[mission 1] $ ls
First_floor
[mission 1] $ cd First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the tower
bash: cd: too many arguments
[mission 1] $ cd Top_of_the_tower
[mission 1] $ ls
[mission 1] $ gsh check

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

```
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ ls
Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ ls
Second_floor
[mission 2] $ cd ..
[mission 2] $ ls
First_floor
[mission 2] $ cd ..
[mission 2] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
[mission 2] $ cd Cellar
[mission 2] $ ls
barrel_of_apples
[mission 2] $ gsh check

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

```
[mission 3] $ cd
[mission 3] $ ls
Castle  Forest  Garden  Mountain  Stall
[mission 3] $ cd Castle
[mission 3] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
[mission 3] $ cd Great_hall
[mission 3] $ ls
[mission 3] $ cd ..
[mission 3] $ cd Main_building
[mission 3] $ ls
Library  Throne_room
[mission 3] $ cd Throne_room
[mission 3] $ pwd
/home/kali/gameshell/World/Castle/Main_building/Throne_room
[mission 3] $ gsh check

Sorry, mission 3 hasn't been completed.


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

[mission 3] $ pwd
/home/kali/gameshell/World/Castle/Main_building/Throne_room
[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!
```

Dato che per poter superare il livello, il gioco qui chiedeva di svolgere il livello in sole due mosse, ho prima svolto il livello passo dopo passo per vedere il path "corretto", poi successivamente, una volta comunicato che la missione era fallita, ho utilizzato il path precedentemente creato e l'ho riscritto insieme al comando cd (change directory), così facendo praticamente tutti i passaggi sono racchiusi nel comando cd.

```
~/Castle/Main_building/Throne_room
[mission 4] $ cd

~
[mission 4] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ ls -hl
total 0

~/Forest
[mission 4] $ mkdir 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!
```

```
~/Forest/Hut
[mission 5] $ pwd
/home/kali/gameshell/World/Forest/Hut

~/Forest/Hut
[mission 5] $ cd

~
[mission 5] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 5] $ cd Castle/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!
```

```
~/Castle/Cellar
[mission 6] $ cd

~
[mission 6] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 6] $ cd Garden

~/Garden
[mission 6] $ ls
coin_1  coin_2  coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 6] $ mw coin_1 coin_2 coin_3~/Forest/Hut/Chest
mw: command not found

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3~/Forest/Hut/Chest
mv: target 'coin_3~/Forest/Hut/Chest': No such file or directory

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

~/Garden
[mission 6] $ gsh check

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

```
~/Garden
[mission 7] $ cd


~
[mission 7] $ ls
Castle   Forest   Garden   Mountain   Stall


~
[mission 7] $ cd Garden

~/Garden
[mission 7] $ ls
Flower_garden   Maze   Shed

~/Garden
[mission 7] $ ls -A
.10982_coin_2   .34412_coin_1   .65512_coin_3   Flower_garden   Maze   Shed

~/Garden
[mission 7] $ mv .10982_coin_2 .34412_coin_1 .65512_coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

Congratulations, mission 7 has been successfully completed!
```