

Svolgimento primi 6 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] $ mv coin_1 coin_2 coin_3 ~/Forest/Hut/Chest
mv: 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!

```