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( )
| |
| / Welcome to GameShell!
| /
| / Using and administering a computer running a Unix-like operating system (e.g., Linux,
| / BSD or macOS) requires using a command line interface called "shell". In this game you
| / will learn how to use the shell by journeying through various missions that will teach
| / you to perform standard tasks such as:
| / - creating directories,
| / - creating, viewing and editing files,
| / - searching for files satisfying certain criteria,
| / - running and interrupting programs,
| / - etc.
| /
| / During your adventure you will need to visit locations, interact with people, and
| / find various objects. However, you have to keep in mind that these are standard
| / directories, programs, and files (often with random contents). So, for example:
| / - "build a hut" means creating a directory called "Hut", and
| / - "put a coin in your chest" means moving a file called "coin" to a directory called
| / "Chest".
| |
( )
```

Game Shell

Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzare con i comandi della shell.

In primo luogo, mi assicuro di avere connettività ad internet.

I primi comandi che utilizzo sono i seguenti:

- sudo apt-get update per aggiornare l'elenco dei pacchetti;
- sudo apt install per installare il pacchetto;
- wget <https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh>, per scaricare il file “gameshell.sh” dalla repository GitHub di phyver.

Una volta installato, il gioco può essere lanciato con il comando bash gameshell.sh

gsh goal -> obiettivo della missione

gsh check -> verifica lo stato della missione attuale

LIVELLO 1

Utilizzo il comando “pwd” per verificare la directory in cui sono, con “ls” controllo quelle presenti e grazie a “cd” mi sposto nella directory interessata per completare la missione.

```
[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/
[mission 1] $ gsh check

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

LIVELLO 2

Il comando “cd -” mi permette di tornare rapidamente alla directory dalla quale sono entrata. Successivamente mi sposto con “cd” nella directory richiesta.

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

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

LIVELLO 3

```
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check

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

LIVELLO 4

La missione consiste nel spostarsi nella “foresta” e creare una directory “Hut” contenente a sua volta “Chest”.

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

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

~
[mission 4] $ cd Forest/

~/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!
```

LIVELLO 6

Sposto i file “coin” dalla directory “Garden” a “Chest” con il comando “mv”.

```
[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/

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

~/Garden
[mission 6] $ gsh check

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

```
~/Forest/Hut
[mission 5] $ cd

~
[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  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!
```

LIVELLO 5

In questo livello bisogna eliminare tutti i file che iniziano con “spider”. Mi trasferisco nella directory contenente i file e procedo con il comando “rm”.

LIVELLO 7

Il comando “ls -A” permette di vedere i file nascosti, sposto questi ultimi nella directory “Chest”.

```
mv .22830_coin_2 .48532_coin_1 .5833_coin_3 ~/Forest/Hut/Chest/
```

```
~/Garden
[mission 7] $ ls -A
.22830_coin_2  .48532_coin_1  .5833_coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .22830_coin_2 .48532_coin_1 .5833_coin_3 ~/Forest/Hut/Chest/

~/Garden
[mission 7] $ gsh check

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

```
~/Castle
[mission 8] $ cd Cellar/

~/Castle/Cellar
[mission 8] $ ls
10556_spider_38  1300_spider_24  16089_spider_18  18264_spider_6  21214_spider_44  22576_spider_11
11072_spider_41  13101_bat_4    16426_bat_5     18339_spider_1  21876_spider_8  24021_spider_16
12153_spider_28  13990_bat_3    16933_spider_23  18701_spider_13  22073_spider_9  24227_spider_3
12226_bat_1      15209_spider_48 18157_spider_36  19239_spider_17  22318_spider_20  24753_spider_37

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

~/Castle/Cellar
[mission 8] $ ls
12226_bat_1  13101_bat_4  13990_bat_3  16426_bat_5  30850_bat_2  barrel_of_apples

~/Castle/Cellar
[mission 8] $ gsh check "the quieter you become, the more you are able to hear"

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

LIVELLO 9

Con il comando “ls -A” cerco i file nascosti nella directory richiesta:

La missione prevede di eliminare tutti i file nascosti con “spider”.

Usufruisco nuovamente del comando Jolly ” * ” il quale mi permette di finalizzare l’obiettivo.

LIVELLO 8

In questa missione elimino i file nascosti nella directory “Cellar”.

Utilizzo il comando rm *spider* in modo da rimuovere tutti i file che contengono la parola "spider" nel loro nome.

```
~/Castle/Cellar
[mission 9] $ ls -A
.10429_bat_2      .13185_spider_13  .14273_spider_49  .16460_spider_37  .19080_spider_38
.11830_spider_43  13990_bat_3      .1453_bat_4      .16509_spider_3   .20448_spider_39
12226_bat_1      .14066_spider_35  .14554_spider_31  .16708_spider_42  .20652_spider_40
.12410_spider_36  .14104_spider_47  .15474_spider_39  .16805_spider_30  .20657_spider_41
13101_bat_4      .14257_spider_46  16426_bat_5      .17037_bat_3     .21371_spider_42

~/Castle/Cellar
[mission 9] $ rm .*_spider_*

~/Castle/Cellar
[mission 9] $ ls
12226_bat_1  13101_bat_4  13990_bat_3  16426_bat_5  30850_bat_2  barrel_of_apples

~/Castle/Cellar
[mission 9] $ gsh check

Congratulations, mission 9 has been successfully completed!
```

LIVELLO 10

Copio solo i file “standard” dalla directory “Castle” a “Chest”:

cp ~/Castle/Great_hall/standard_* ~/Forest/Hut/Chest/

```
~/Forest/Hut/Chest
[mission 10] $ cd

~
[mission 10] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 10] $ cd Castle/

~/Castle
[mission 10] $ ls
Cellar/  Great_hall/  Main_building/  Main_tower/  Observatory/

~/Castle
[mission 10] $ cd Great_hall/

~/Castle/Great_hall
[mission 10] $ ls
21334_suit_of_armour  26560_decorative_shield  65177_stag_head  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cp ~/Castle/Great_hall/standard_* ~/Forest/Hut/Chest/

~/Castle/Great_hall
[mission 10] $ cd ~/Forest/Hut/Chest/

~/Forest/Hut/Chest
[mission 10] $ ls
coin_1  coin_2  coin_3  standard_1  standard_2  standard_3  standard_4

~/Forest/Hut/Chest
[mission 10] $ gsh check

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