S3/L2

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

Per installare il gioco GameShell, eseguire in ordine i seguenti comandi, assicurarsi di avere connettività ad internet prima e di aver eseguito il comando sudo apt-get update. # sudo apt install gettext man-db procps psmisc nano tree bsdmainutils x11-apps wget # wget **https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh** Una volta eseguiti i comandi, il gioco può essere lanciato con il comando **# bash gameshell.sh**

Mission 1:

Salire sulla torre. Commandi che ho usato: **cd, pwd, ls.**

```
[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Main_tower/

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
First_floor

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd First_floor/

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Second_floor

[use 'gsh help' to get a list of available commands]

[mission 1] $

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Second_floor/

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Top_of_the_tower/

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls

[use 'gsh help' to get a list of available commands]
[mission 1] $ gsh check

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

Mission 2: Andare alla cantina del castello, ho fatto i passi all' indietro dalla torre al secondo, poi primo e infine cellar usando **cd - e cd ..**

```
[use 'gsh help' to get a list of available commands]
[mission 2] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd Cellar

[use 'gsh help' to get a list of available commands]
[mission 2] $ ls
barrel_of_apples

[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar

[use 'gsh help' to get a list of available commands]
[mission 2] $ gsh clear
Error: unknown gsh command 'clear'.
Use one of the following commands:  check, goal, help, reset

[use 'gsh help' to get a list of available commands]
[mission 2] $ gsh check

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

Mission 3: Usando commando **cd** sono andata all' inizio location, poi ho fatto **cd Castle/Main_building/Throne_room.**

```
/home/kali/gameshell/World

[use 'gsh help' to get a list of available commands]
[mission 3] $ ls
Castle  Forest  Garden  Mountain  Stall

[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!
```

Mission 4: Entro nella foresta per creare poi la directory del Hut e Chest con **mkdir.**

```
~/Forest
[mission 4] $ pwd
/home/kali/gameshell/World/Forest

~/Forest
[mission 4] $ ls

~/Forest
[mission 4] $ cd Forest
bash: cd: Forest: No such file or directory

~/Forest
[mission 4] $ ls

~/Forest
[mission 4] $ mkdir Hit

~/Forest
[mission 4] $ ls
Hit

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ cd Hut

~/Forest/Hut
[mission 4] $ mkdir Chest

~/Forest/Hut
[mission 4] $ cd Chest

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

Congratulations, mission 4 has been successfully completed!
```

Mission 5: Rimossi gli spider con commando **rm** per rimuovere un file.

```
[mission 5] $ cd Catle/Cellar
bash: cd: Catle/Cellar: No such file or directory


[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!
```

Mission 6: Spostato le monete con commando **mv** (move).

```
~/Castle/Cellar/Garden
[mission 6] $ ls

~/Castle/Cellar/Garden
[mission 6] $ cd Garden
bash: cd: Garden: No such file or directory

~/Castle/Cellar/Garden
[mission 6] $ ls

~/Castle/Cellar/Garden
[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] $ gsh check

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