Gioco gameshell
- mission 1: go to the top of the main tower of the castle.
ho usato il comando ''cd DIRECTORY'' per andare in una directory scelta,
il comando pwd per mostrare in che directory ci troviamo,
ls per mostrare una lista di directory o file accessibili

```
                                    tora@tora: ~

 File  Actions  Edit  View  Help
                                              ^

[mission 1] $ pwd
/home/tora/gameshell.1/World
[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/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!


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

-mission 2: go to the castle's cellar.
ho usato il comando ''cd –'' per andare nella directory dove mi trovavo nel passaggio precedente,
il comando ''cd ..'' per andare nella directory precedente della directory dove mi trovo

```
[mission 2] $ pwd
/home/tora/gameshell.1/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd --
[mission 2] $ ls
Castle  Forest  Garden  Mountain  Stall
[mission 2] $ cd Castel/Cellar
bash: cd: Castel/Cellar: No such file or directory
[mission 2] $ cd 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!
```

-mission 3: go back to the starting location and then go to the throne room using only two commands.
ho usato il comando "cd location1/location2/location3" per entrare in una directory che si trovava all'interno di un ulteriore directory in un solo comando

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

Congratulations, mission 3 has been successfully completed!


        _.--.                Well done!!!
      _.-'_:-'||
    _.-'_.-::::'||              From now on, the current location will be shown just before the command prompt.
 _.-:'_.-::::::'  ||
'`-:._.-:::::'    ||
```

-missione 4: build a ''Hut'' in the forest, and then build a "Chest" in the hut.
ho usato il comando "mkdir nome_directory" per creare una directory all'interno di un'altra
directory.

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

~
[mission 4] $ cd Forest

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

~/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: go back to the cellar and get rid of all the spiders.
ho usato il comando "rm file1 file2" per rimuovere i file spider nella directory Cellar.

```
~/Castle
[mission 5] $ cd Castle
bash: cd: Castle: No such file or directory

~/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] $ ls
barrel_of_apples  bat_1  bat_2

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

Congratulations, mission 5 has been successfully completed!
```

-mission 6: collect all the coins that you can find in the garden in front of the castle, and put them in your chest in your hut in the forest.
ho usato il comando "mv coin_1 name_directory" per spostare il file a me interessato nella directory che scelgo.

```
[mission 6] $ cd Garden

~/Garden
[mission 6] $ ls -l
total 24
drwxr-xr-x 2 tora tora 4096 Dec  5 04:28 Flower_garden
drwxr-xr-x 2 tora tora 4096 Dec  5 04:28 Maze
drwxr-xr-x 2 tora tora 4096 Dec  5 04:28 Shed
-rw-r--r-- 1 tora tora   47 Dec  5 06:23 coin_1
-rw-r--r-- 1 tora tora   94 Dec  5 06:23 coin_2
-rw-r--r-- 1 tora tora   94 Dec  5 06:23 coin_3

~/Garden
[mission 6] $ mv coin_1 /home/tora/gameshell/World/Forest/Hut/Chest1

~/Garden
[mission 6] $ ls -l
total 20
drwxr-xr-x 2 tora tora 4096 Dec  5 04:28 Flower_garden
drwxr-xr-x 2 tora tora 4096 Dec  5 04:28 Maze
drwxr-xr-x 2 tora tora 4096 Dec  5 04:28 Shed
-rw-r--r-- 1 tora tora   94 Dec  5 06:23 coin_2
-rw-r--r-- 1 tora tora   94 Dec  5 06:23 coin_3

~/Garden
[mission 6] $ cd

~
[mission 6] $ cd Foret
bash: cd: Foret: No such file or directory

~
[mission 6] $ cd Forest

~/Forest
[mission 6] $ cd Hut

~/Forest/Hut
[mission 6] $ cd Chest1

~/Forest/Hut/Chest1
[mission 6] $ ls
coin_1
```

```
[mission 6] $ mv coin_3 /home/tora/gameshell/World/Forest/Hu

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

~/Garden
[mission 6] $ gsh check

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

-mission 7: collect all the coins hidden in the garden in front of the castle, and put them in your chest (in your hut in the forest).
ho usato il comando "ls -A" per mostrare tutti gli hidden file nella directory.

```
~/Garden
[mission 7] $ ls -A
.35568_coin_3  .9551_coin_2  .979_coin_1  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .35568_coin_3 .9
.9551_coin_2  .979_coin_1

~/Garden
[mission 7] $ mv .35568_coin_3 .9551_coin_2 .979_coin_1 ~/Forest/Hut/Chest

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

~/Garden
[mission 7] $ gsh check

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

-mission 8: get rid of all the spiders that are crawling in the cellar. Again, do not disturb the bats.
quando scriviamo "*" intendiamo una sequenza di caratteri
mentre "?" intendiamo un singolo carattere
ho usato il comando "rm *_spider_*" per rimuovere tutti i caratteri prima e dopo del _ selezionando tutti i file spider nella directory.

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

~/Castle/Cellar
[mission 8] $ ls -A
12018_spider_27   19839_bat_3       24679_bat_4       30706_spider_22   6576_spider_31
13837_spider_41   20055_spider_8    25105_bat_1       31305_spider_23   7015_spider_38
1449_spider_45    20302_spider_32   25447_spider_36   3135_spider_46    7319_spider_48
146_spider_29     20981_spider_49   26399_bat_5       31429_spider_33   7507_spider_20
15995_spider_5    21330_spider_21   26556_spider_44   31490_spider_40   8833_spider_4
16764_spider_34   21643_spider_30   2662_spider_35    32195_spider_43   9196_bat_2
16774_spider_10   22228_spider_13   26680_spider_47   349_spider_11     9516_spider_37
17176_spider_24   23316_spider_2    2786_spider_15    4367_spider_17    barrel_of_apples
17868_spider_3    23562_spider_6    2791_spider_12    5222_spider_39
18080_spider_18   23723_spider_28   29912_spider_19   5387_spider_50
18706_spider_1    24166_spider_25   30194_spider_14   5797_spider_42
19361_spider_7    24536_spider_16   30529_spider_26   6124_spider_9

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

~/Castle/Cellar
[mission 8] $ gsh check

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

-mission 9: get rid of all the spiders that are hiding in the cellar without disturbing the bats.
ho usato lo stesso comando per la missione 8 ma ho aggiunto un explicit dot "." prima del "*"
dato che * e ? non vedono gli hidden file.
il comando è "rm .*_spider_*"

```
~/Castle/Cellar
[mission 9] $ ls -A
.10272_spider_17   .17396_spider_35   .25087_spider_27   .32181_spider_3    .8859_spider_44
.10415_spider_11   .18012_spider_26   .25315_spider_16   .32314_spider_28   .907_spider_6
.10829_spider_36   .18704_spider_22   .25521_spider_48   .4046_spider_13    .9658_spider_15
.11221_bat_2       .19311_spider_24   .26429_spider_46   .6461_spider_31    19839_bat_3
.1148_spider_39    .19500_spider_9    .27062_bat_5       .7485_spider_12    24679_bat_4
.12684_spider_47   .20310_spider_25   .27262_spider_32   .7565_spider_37    25105_bat_1
.14951_spider_38   .20342_spider_29   .28612_spider_43   .8184_spider_2     26399_bat_5
.15450_spider_8    .22424_spider_14   .29139_spider_1    .8189_spider_41    9196_bat_2
.15568_spider_33   .2268_spider_49    .29345_spider_20   .8307_spider_42    barrel_of_apples
.1558_spider_7     .22895_spider_50   .29479_bat_3       .8432_spider_5
.16207_spider_34   .24337_bat_1       .30443_spider_10   .8636_spider_18
.17055_spider_40   .24464_spider_19   .31183_spider_23   .8690_bat_4
.17056_spider_30   .24784_spider_21   .31341_spider_4    .8698_spider_45

~/Castle/Cellar
[mission 9] $ rm *_spider_* . *_spider_*
rm: cannot remove '*_spider_*': No such file or directory
rm: cannot remove '.': Is a directory
rm: cannot remove '*_spider_*': No such file or directory

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

~/Castle/Cellar
[mission 9] $ ls -A
.11221_bat_2   .27062_bat_5   .8690_bat_4   24679_bat_4   26399_bat_5   barrel_of_apples
.24337_bat_1   .29479_bat_3   19839_bat_3   25105_bat_1   9196_bat_2

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

Congratulations, mission 9 has been successfully completed!


            _.--.
         _.-'_:-'||
      _.-'_.-::::'||            Congratulations !
   _.-:'_.-::::::'  ||
 _.-:'_.-::::::::'   ||          From now on, the ``ls`` command will automatically show a "/"
'`-._.:::::::'     ||          character at the end of directories.
 '`-._.......'     ||
```

-mission 10: steal the four standards in the great hall and put a copy in your chest.
ho usato il comando "cp FILE N_DIRECTORY" per copiare i file ed incollarli nella directory scelta.

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

~/Castle/Great_hall
[mission 10] $ gsh check

Congratulations, mission 10 has been successfully completed!



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