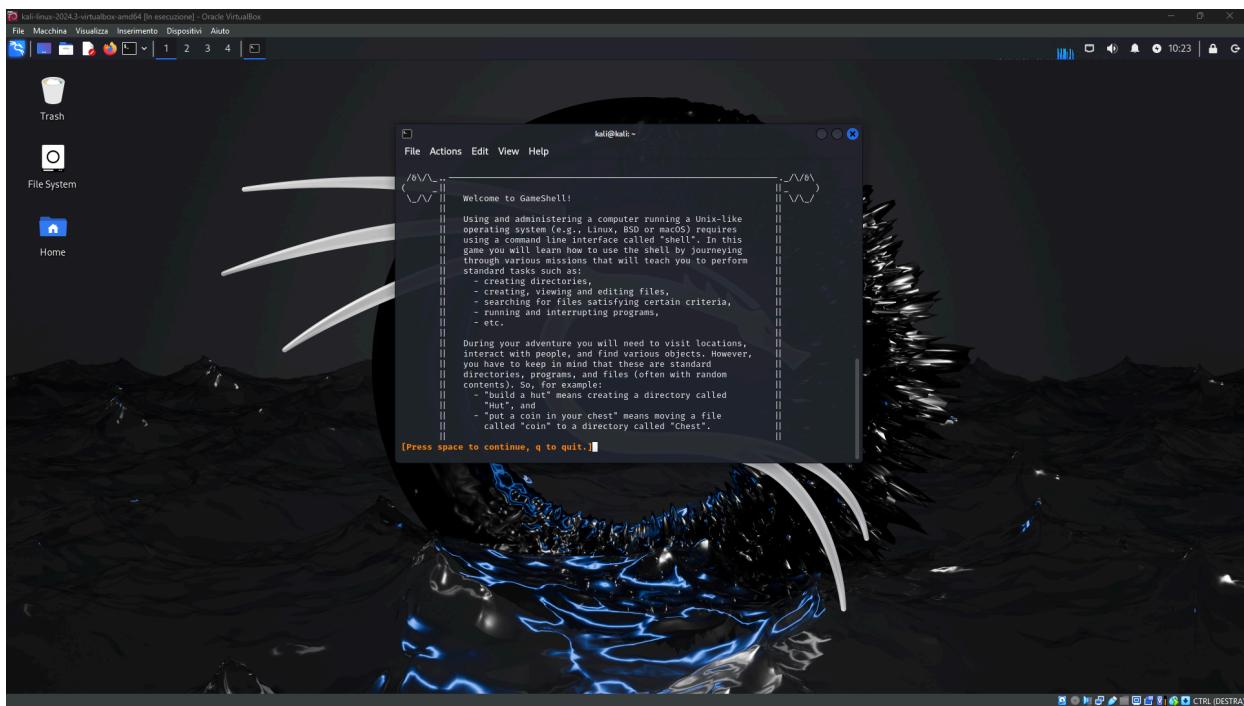
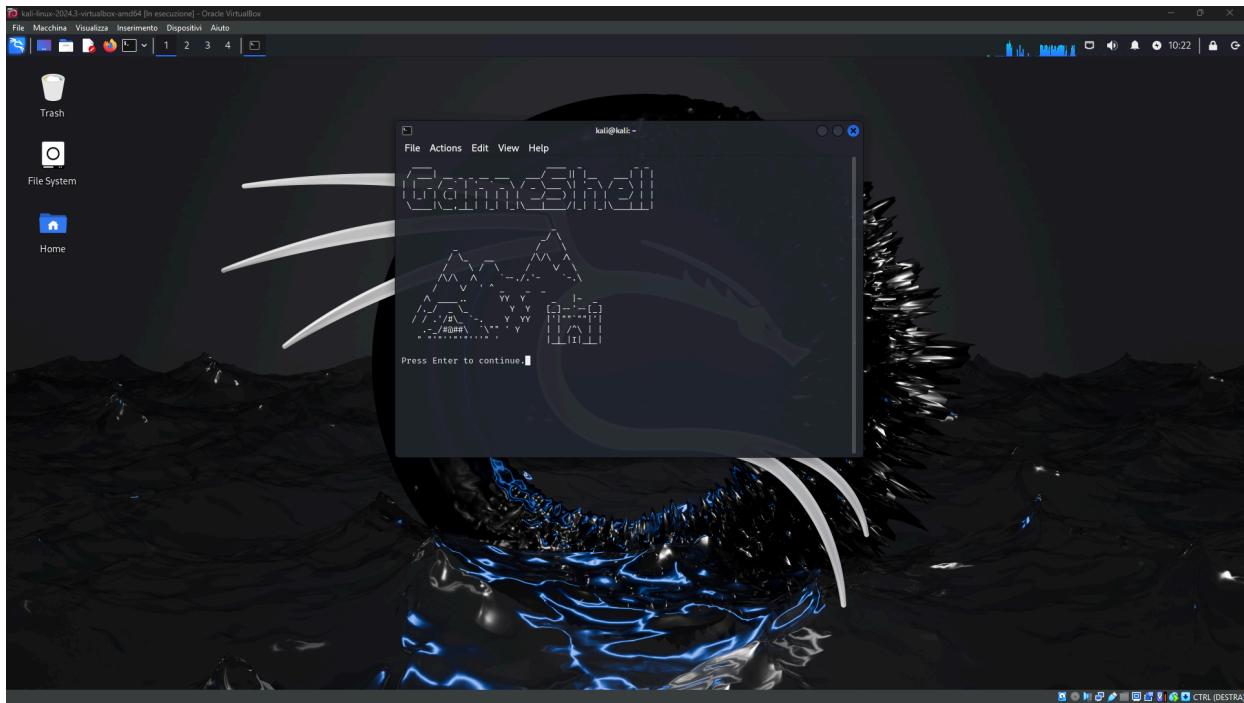


PRATICA S3/L2

L'esercizio prevede l'installazione di un gioco su macchina virtuale Kali Linux per familiarizzare con i comandi della shell.

1. Installazione e avvio

Scarico il gioco con i comandi "sudo apt install gettext man-db procps psmisc nano tree bsdmainutils x11-apps wget" e "wget <https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh>", quindi lo avvio con "bash gameshell.sh" e vedo questa schermata:

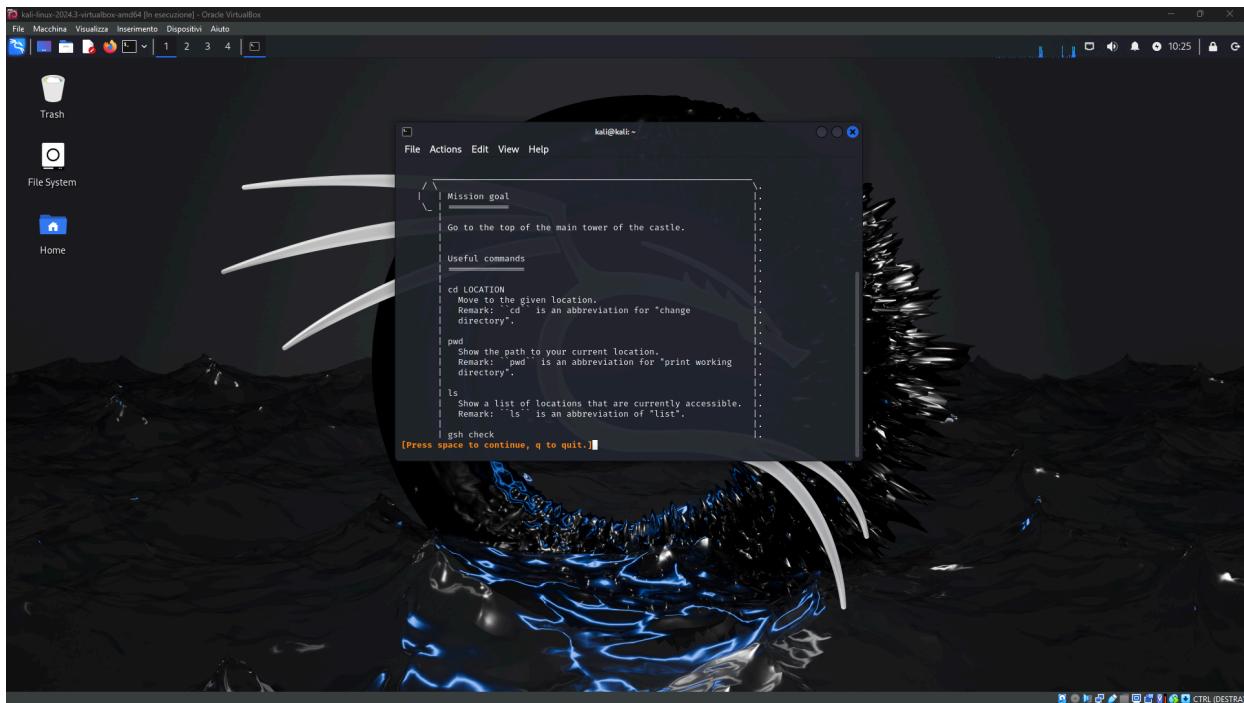


Premo spazio e vedo la schermata d'inizio del gioco



2. Mission 1

Digito il comando gsh goal che mi fa vedere l'obiettivo della mia prima missione.



Inizio ad esplorare i comandi a mia disposizione, premo pwd che mi mostra la mia posizione attuale e poi premo ls che mi da una serie di luoghi tra cui Castle, il mio obiettivo.

```
[use 'gsh help' to get a list of available commands]
[mission 1] $ pwd
/home/kali/gameshell/World

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Castle Forest Garden Mountain Stall
```

Digito cd Castle per entrare nel castello e trovo nuovi luoghi.

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

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

Digito cd Main_tower e poi ls per muovermi a First_floor.

```
[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
```

Digito cd Second_floor e poi ls Top_of_the_tower, la mia destinazione.

```
[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] $ 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
```

Sono arrivato a Top_of_the_tower e digito gsh check, completando così la mia prima missione.

```
[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

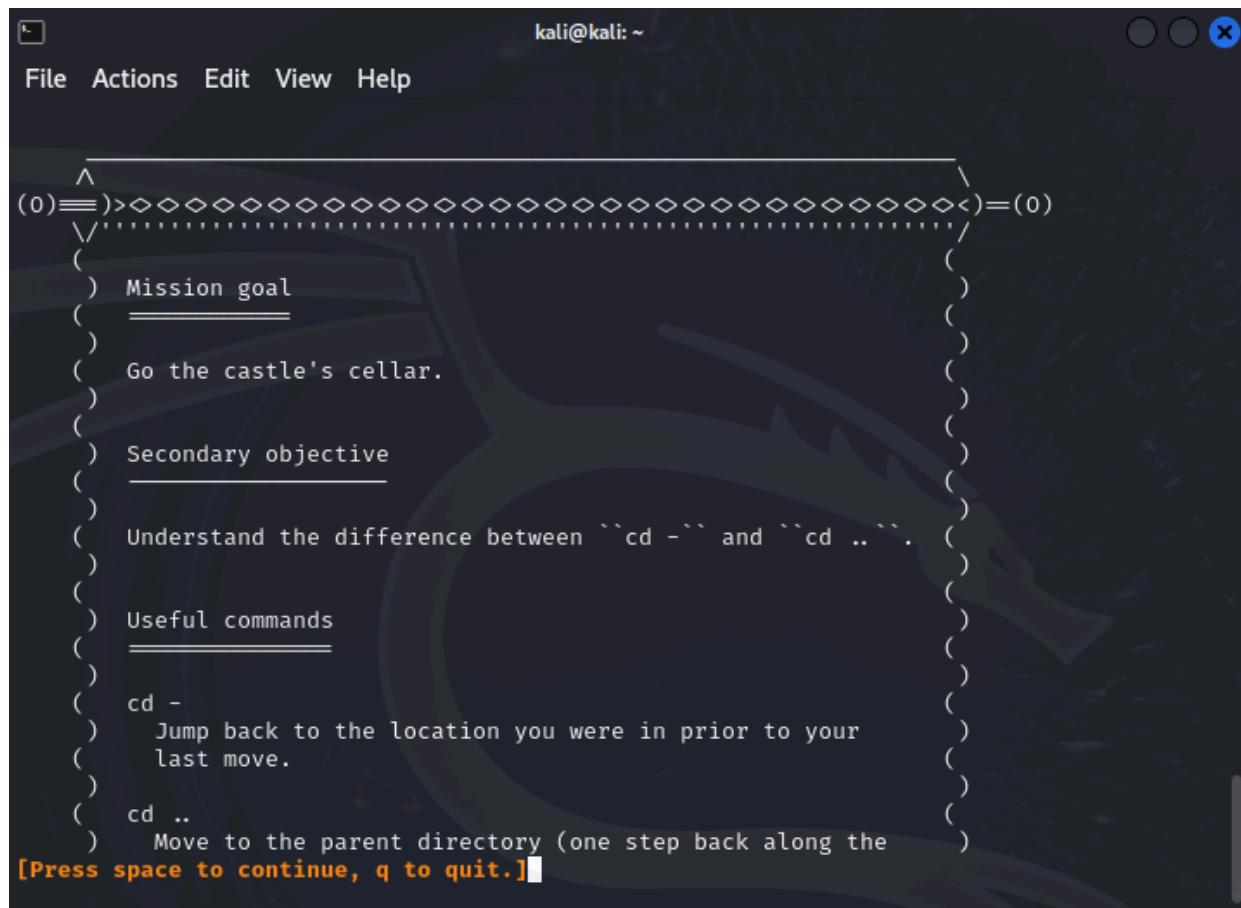
[use 'gsh help' to get a list of available commands]
[mission 1] $ ls

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

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

3. Mission 2

L'obiettivo della seconda missione è andare alla cantina del castello, designata come Cellar. Il gioco mi suggerisce altri due comandi utili per questa missione: "cd-" e "cd ..".



Uso cd .. per ritornare sui miei passi all'ingresso del castello.

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

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

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

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

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

Digito cd Cellar e poi gsh check per finire la mia missione.

```
[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
bash: cd: cellar: No such file or directory

[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] $ gsh check

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