GameShell Report

Primo livello
cd
ls

```
[mission 1] $ cd LOCATION
bash: cd: LOCATION: No such file or directory
[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 First_floor/
bash: cd: First_floor/: No such file or directory
[mission 1] $ cd Second_floor/
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ ls
[mission 1] $ gsh check

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

Quinto livello
Commando: rm rimuovere i ragni 1,2,3

```
~/Forest/Hut
[mission 5] $ cd -
/home/kali/gameshell/World/Forest

~/Forest
[mission 5] $ cd -
/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

~/Castle/Cellar
[mission 5] $ rm spider_2

~/Castle/Cellar
[mission 5] $ rm spider_3

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

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

Decimo livello
Spostare dei file da Castle/Great_hall ad /home/kali/GameShell/World/Forest/Hut/Chest

```
~/Castle/Cellar
[mission 10] $ cd


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


[mission 10] $ cd Castle/Great_hall

~/Castle/Great_hall
[mission 10] $ ls
11384_stag_head  18561_decorative_shield  43052_suit_of_armour  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 /home/kali/gameshell/World/Forest/Hut/Chest/

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

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

Quindicessimo livello