



**PROGETTO**

**EPICODE**

**13.10.2023**

Eseguire dal prompt di comandi  
una Gameshell (il gioco aiuterà a  
familiarizzare i vari comandi di Kali  
Linux) e superare i primi 10 livelli

```

Mission goal
Go to the top of the main tower of the castle.

[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] $ ls
[mission 1] $ pwd
/home/christian/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 1] $ gsh check
Congratulations, mission 1 has been successfully completed!

```

- Nella **prima missione** bisogna semplicemente usare i comandi **cd** e **ls** per muoversi e controllare le varie directory

```

Mission goal
Go the castle's cellar.

[mission 2] $ ls
[mission 2] $ pwd
/home/christian/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd ..Castle
bash: cd: ..Castle: No such file or directory
[mission 2] $ cd ..
[mission 2] $ pwd
/home/christian/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd -
/home/christian/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ pwd
/home/christian/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ pwd
/home/christian/gameshell/World/Castle/Main_tower/First_floor
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ pwd
/home/christian/gameshell/World/Castle
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ ls
barrel_of_apples
[mission 2] $ pwd
/home/christian/gameshell/World/Castle/Cellar
[mission 2] $ gsh check
Congratulations, mission 2 has been successfully completed!

```

- Nella **seconda missione** ampliamo il comando **cd** per poter tornare nella directory precedente all'attuale o alla directory da cui ci siamo spostati precedentemente

#### Mission goal

Go back to the starting location and then go to the throne room using only two commands.

```
[mission 3] $ cd /home/christian/gameshell.1/World
[mission 3] $ cd Castle
[mission 3] $ cd /home/christian/gameshell.1/World/Castle/Main_building/Throne_room
```

#### Mission goal

Build a "Hut" in the forest, and then build a "Chest" in the hut.

```
[mission 4] $ pwd
/home/christian/gameshell.1/World/Castle/Main_building/Throne_room
[mission 4] $ cd /home/christian/gameshell.1/World
[mission 4] $ ls
Castle Forest Garden Mountain Stall
[mission 4] $ cd Forest
[mission 4] $ mkdir Hut
[mission 4] $ cd Hut
[mission 4] $ mkdir Chest
[mission 4] $ pwd
/home/christian/gameshell.1/World/Forest/Hut
[mission 4] $ cd Chest
[mission 4] $ pwd
/home/christian/gameshell.1/World/Forest/Hut/Chest
[mission 4] $ gsh check
```

Congratulations, mission 4 has been successfully completed!

- **Terza missione:** ampliamo ulteriormente le funzioni del comando **cd**

- **Quarta missione:** utilizziamo il comando **mkdir** per poter creare delle nuove directory

- Nella **quinta missione** andremo ad eliminare file specifici grazie al comando **rm**

**Mission goal**  
Go back to the cellar and get rid of all the spiders. Leave the bats alone: they appear on the castle's coat of arms and are said to confer luck.

```
[mission 5] $ pwd
/home/christian/gameshell.1/World/Forest/Hut/Chest
[mission 5] $ cd /home/christian/gameshell.1/World/Castle
[mission 5] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 5] $ cd Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2 spider_1 spider_2 spider_3
[mission 5] $ rm spider_1 spider_2 spider_3
[mission 5] $ ls
barrel_of_apples bat_1 bat_2
[mission 5] $ gsh check
```

Congratulations, mission 5 has been successfully completed!

- **Sesta missione:** utilizzeremo il comando **ls -A** per poter controllare i file nascosti all'interno di una directory e il comando **mv** per poter spostare i file nelle varie directory

**Mission goal**  
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.

```
[mission 7] $ pwd
/home/christian/gameshell.1/World/Garden/Flower_garden
[mission 7] $ cd ..
[mission 7] $ ls -A
.48672_coin_2 .65284_coin_3 .886_coin_1 Flower_garden Maze Shed
[mission 7] $ mv
.48672_coin_2 .65284_coin_3 .886_coin_1 Flower_garden/ Maze/ Shed/
[mission 7] $ mv
.48672_coin_2 .65284_coin_3 .886_coin_1 Flower_garden/ Maze/ Shed/
[mission 7] $ mv .48672_coin_2 .65284_coin_3 .886_coin_1 ~/Forest/Hut/Chest
[mission 7] $ cd /home/christian/gameshell.1/World/Forest
bash: cd: /home/christian/gameshell.1/World/Forest: No such file or directory
[mission 7] $ cd /home/christian/gameshell.1/World
bash: cd: /home/christian/gameshell.1/World: No such file or directory
[mission 7] $ pwd
/home/christian/gameshell.1/World/Garden
[mission 7] $ cd..
cd..: command not found
[mission 7] $ cd ..
[mission 7] $ ls
Castle Forest Garden Mountain Stall
[mission 7] $ cd Forest
[mission 7] $ ls -A
Hut
[mission 7] $ cd Hut
[mission 7] $ cd Chest
[mission 7] $ ls
coin_1 coin_2 coin_3
[mission 7] $ gsh check
```

Congratulations, mission 7 has been successfully completed!

-Nella **settima missione** utilizziamo gli stessi comandi della sesta

- nell'**ottava missione** ampliamo i comandi di **rm** con dei caratteri speciali

#### Mission goal

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).

```
[mission 7] $ pwd
/home/christian/gameshell.1/World/Garden/Flower_garden
[mission 7] $ cd ..
[mission 7] $ ls -A
.48672_coin_2 .65284_coin_3 .886_coin_1 Flower_garden Maze Shed
[mission 7] $ mv
.48672_coin_2 .65284_coin_3 .886_coin_1 Flower_garden/ Maze/      Shed/
[mission 7] $ mv
.48672_coin_2 .65284_coin_3 .886_coin_1 Flower_garden/ Maze/      Shed/
[mission 7] $ mv .48672_coin_2 .65284_coin_3 .886_coin_1 ~/Forest/Hut/Chest
[mission 7] $ cd home/christian/gameshell.1/World/Forest
bash: cd: home/christian/gameshell.1/World/Forest: No such file or directory
[mission 7] $ cd home/christian/gameshell.1/World
bash: cd: home/christian/gameshell.1/World: No such file or directory
[mission 7] $ pwd
/home/christian/gameshell.1/World/Garden
[mission 7] $ cd ..
cd..: command not found
[mission 7] $ cd ..
[mission 7] $ ls
Castle Forest Garden Mountain Stall
[mission 7] $ cd Forest
[mission 7] $ ls -A
Hut
[mission 7] $ cd Hut
[mission 7] $ cd Chest
[mission 7] $ ls
coin_1 coin_2 coin_3
[mission 7] $ gsh check
```

Congratulations, mission 7 has been successfully completed!

#### Mission goal

Get rid of all the spiders that are crawling in the cellar. Again, do not do not disturb the bats.

```
[mission 8] $ pwd
/home/christian/gameshell.1/World/Forest/Hut/Chest
[mission 8] $ cd /home/christian/gameshell.1/World
[mission 8] $ ls
Castle Forest Garden Mountain Stall
[mission 8] $ cd Castle
[mission 8] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 8] $ cd Cellar
[mission 8] $ ls
10300_spider_2 13519_spider_20 16175_spider_40 20323_spider_15 24080_spider_26 25941_spider_50 27676_spider_33 29895_spider_43 31819_spider_38 3682_spider_22 5933_spider_7 barrel_of_apples
10960_spider_41 13598_spider_6 18442_spider_36 20811_spider_11 24312_spider_42 25945_bat_2 28169_spider_48 30843_spider_37 3280_spider_39 42_spider_6 5994_spider_24
11845_spider_32 13900_spider_10 19946_spider_1 21855_spider_23 23041_spider_16 26211_spider_13 28778_spider_37 31293_spider_5 3264_spider_29 4658_spider_12 6683_spider_28
11969_bat_4 16482_spider_36 19821_spider_3 22276_spider_44 25621_spider_27 2708_spider_45 28940_spider_21 31410_spider_18 329_spider_10 5435_spider_30 7340_spider_16
12239_spider_3 1574_bat_5 19863_spider_48 23058_spider_8 25761_spider_25 27297_bat_3 29345_spider_31 3164_bat_1 3388_spider_49 5557_spider_47 7346_spider_35
[mission 8] $ rm *spider
rm: cannot remove '*spider': No such file or directory
[mission 8] $ *spider
*spider: command not found
[mission 8] $ *spider*
10300_spider_2: command not found
[mission 8] $ rm *+*
[mission 8] $ ls
13969_bat_4 1574_bat_5 25945_bat_2 27297_bat_3 3164_bat_1
[mission 8] $ gsh check
Congratulations, mission 8 has been successfully completed!
```

### Mission goal

The spiders are getting clever: they found a way to hide.  
Get rid of all the spiders that are hiding in the cellar without disturbing the bats.

```
[mission 9] $ pwd
/home/christian/gameshell.1/World/Castle/Cellar
[mission 9] $ ls -A
.10172_spider_20 .10634_spider_12 .13322_spider_47 .15427_spider_20 .17125_bat_2 .23554_spider_16 .26096_spider_6 .30395_bat_1 .3818_bat_5 .6370_spider_27 .8525_spider_10 11969_bat_4
.10223_spider_4 .10733_spider_32 .13373_spider_18 .15436_spider_1 .17153_spider_29 .24184_spider_5 .27337_spider_50 .30604_spider_43 .3994_spider_2 .6433_spider_14 .8555_spider_45 1574_bat_5
.10250_spider_48 .12401_spider_37 .13019_spider_46 .15441_spider_49 .21081_spider_41 .24273_spider_7 .28076_spider_40 .31128_spider_23 .4749_spider_24 .6851_spider_39 .8893_spider_31 25945_bat_2
.10300_spider_23 .12400_bat_4 .14522_spider_8 .15047_spider_20 .22609_spider_13 .24648_spider_42 .28138_spider_3 .3364_spider_25 .43722_spider_13 .7237_spider_34 .9384_spider_26 27297_bat_3
.10609_spider_15 .13012_spider_30 .14617_spider_21 .163_spider_35 .23112_bat_3 .25871_spider_9 .28626_spider_17 .3104_spider_44 .6322_spider_36 .7337_spider_22 .9433_spider_19 3164_bat_1
[mission 9] $ rm -rf [1200-]/home/christian/gameshell.1/World/Castle/Cellar
realpath: /home/christian/gameshell.1/World/Castle/Cellar: cannot access final dirname /home/christian/gameshell.1/World/Castle
safe_rm: cannot remove /home/christian/gameshell.1/World/Castle/Cellar: it is not part of GameShell
[mission 9] $ rm /home/christian/gameshell.1/World/Castle/Cellar/spider.*
rm: cannot remove '/home/christian/gameshell.1/World/Castle/Cellar/spider.*': No such file or directory
[mission 9] $ find . -type f -name '*.spider.*' -not -name '*.bat.*' -exec rm {} \;
[mission 9] $ ls -A
.12400_bat_4 .17125_bat_2 .23112_bat_3 .30395_bat_1 .3818_bat_5 11969_bat_4 1574_bat_5 25945_bat_2 27297_bat_3 3164_bat_1
[mission 9] $ gsh check
Congratulations, mission 9 has been successfully completed!
```

- **nona missione:** ampliamo i comandi dei caratteri speciali

- **decima missione:** utilizziamo il comando **cp**

### Mission goal

You have taken a fancy to the four standards in the great hall of the castle. As stealing them would not go unnoticed, put a copy (same name, same content) of each in your chest.

```
[mission 10] $ pwd
/home/christian/gameshell.1/World/Castle/Cellar
[mission 10] $ cd ..
[mission 10] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/
[mission 10] $ pwd
/home/christian/gameshell.1/World/Castle
[mission 10] $ cd Great_hall
[mission 10] $ ls
14107_stag_head 36657_decorative_shield 48745_suit_of_armour standard_1 standard_2 standard_3 standard_4
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/Chest
[mission 10] $ cd ~/Forest/Hut/Chest
[mission 10] $ ls
coin_1 coin_2 coin_3 standard_1 standard_2 standard_3 standard_4
[mission 10] $ gsh check
Congratulations, mission 10 has been successfully completed!
```