**LARK PROJECT**

*Name of the Game*: Command Line Countdown

*Name of Developers*: Brayden Reece and Justine Saylor

*Target Age*: 14 – 24 (high school to college students)

*Narrative*: Imagine you’re sitting on your computer at home, and you get an email. The email address of the sender is a bunch of random characters and the subject reads "URGENT". You click on the email and the email reads,

"You have been chosen as the one and only person who has the chance to save the world. In twenty-four hours from the time this email was sent a series of missiles are going to be heading towards Earth. It is up to you to determine the correct termination code and stop the launch of the missiles. The code has to be entered in the UNIX terminal. Good luck :)".

Now after you read this email you are very suspicious, so you decide to ask your coworkers and friends what you should do. They all tell you that the email is just malware and that it’s nothing to worry about. However, you don't want to be the one responsible for the end of the world. Therefore, you decide to do as the mysterious email says. Sadly, by the time you come to this decision you only have fifteen minutes until the launch time. You download putty, log into the ember lab, and continue to follow the instructions in the file you downloaded from the email.

*Instructions*: The purpose of Command Line Countdown is to stop the supposed "missile strike" in 15 minutes by entering the correct final code. In order to get the code, you will have to use UNIX commands to navigate through a series of files that each contain a letter of the final code. You can enter the final code at any time if you think you can figure out the rest of the letters on your own, but it is recommended you play through the whole game. After you follow the instructions below to navigate to the game directory and the starting script, you will be instructed to open the first clue file. This file will give you the name of the second clue file and the first letter of the code. Then you will open the second file, so on and so forth. Make sure to write down or keep track of the letters you get in each clue file. In the clue file directory, there is a file called "Commands", use the cat command on this file at any time in the game to view important game commands. To begin the game, you must run the starting script in this directory. To run a script, you must use the '. [filename]' command. The filename of the starting script is 'start.sh'.

*Purpose*: The purpose of Command Line Countdown is to stop the supposed "missile strike" in 15 minutes by entering the correct final code.

*Constraints*: The constraint in Command Line Countdown is the time limit of fifteen minutes.

*Conflict*: The conflict in Command Line Countdown is the supposed missile strike that is going to be destroying Earth if the correct code is not entered in time.

*Intrinsic and/or Extrinsic Rewards:* The rewards in Command Line Countdown are the file names and letters you unlock/discover after solving each clue/puzzle.

*Growth*: The growth in Command Line Countdown is the more difficult topics and commands the player learns and uses as they progress through the game.

*Winner*: The winner in Command Line Countdown is when they enter the correct code when they run the final script and they do it before time runs out.

*List of Concepts and Skills Learned*:

* How to run a bash script using “.”
* The “grep” command and how to search for a word in a file.
* “ls -a” how using options with a command can change your results.
* The gawk command and how awk can be used to search information in a file.
* The “chmod” command and how permissions work for a file.
* The “tail” command and how it can be applied to a file.
* The “man” command and the information that the man pages provide.
* Command to append the output of a file.
* The “/dev/null” file and how it can be useful in a command.