

Abbiamo oggi imparato i comandi grazie a gameshell.
Per prima cosa una volta fatto partire il gioco,
controlliamo la missione del livello attuale con gsh
goal. La missione, che trovate nella sezione Mission Goal» è
raggiungete la cima della torre principale del
castello. Tra i comandi utili c'è cd, quindi molto
probabilmente si tratterà di raggiungere una directory
particolare. Iniziamo a vedere in che directory stiamo
con il comando pwd e poi vediamo quali sono le
directory presenti con il comando ls inoltre il gioco ci darà sempre
nuovi comandi quando non li sappiamo per poter completare le
varie missioni, una volta capita la missione ed averla completata
basta un gsh check e passiamo alla prossima missione.
Ora faccio vedere il mio procedimento con degli screenshots.

```
[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
bash: cd: Main-tower: No such file or directory
[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] $ gsh check
Congratulations, mission 1 has been successfully completed!
```

nella seconda missione ci impara la differenza tra cd- (serve per tornare alla locazione precedente) e cd "nome locazione".

```

[mission 2] $ pwd
/home/kali/gameshell/World
[mission 2] $ gsh reset

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

[mission 2] $ pwd
/home/kali/gameshell/World
[mission 2] $ ls
Castle Forest Garden Mountain Stall
[mission 2] $ cd Castle
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar
[mission 2] $ gsh check

Congratulations, mission 2 has been successfully completed!

```

la missione 3 ci impara ad usare cd e spostarci tutto in una volta.

```

[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.

```

la missione 4 ci impara a creare cartelle con mkdir

```
~/Castle/Main_building/Throne_room
[mission 4] $ cd -
/home/kali/gameshell/World

~
[mission 4] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ cd Hut

~/Forest/Hut
[mission 4] $ mkdir Chest

~/Forest/Hut
[mission 4] $ gsh check
Congratulations, mission 4 has been successfully completed!
```

la missione 5 ci impara a rimuovere file con rm

```
~
[mission 5] $ cd Castle

~/Castle
[mission 5] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory

~/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!
```

la missione 6 ci impara a muovere file con mv

```
~/Castle/Cellar
[mission 6] $ cd ~/Garden

~/Garden
[mission 6] $ ls
coin_1  coin_2  coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 6] $ cd

~
[mission 6] $ gsh check
Congratulations, mission 6 has been successfully completed!
```

la missione 7 ci impara il tasto tab per andare piu veloci

```
~/Garden
[mission 7] $ mv .14687_coin_2 .42439_coin_3 .63154_coin_1 ^[[200~
mv: target '$'\033'[200~': No such file or directory

~/Garden
[mission 7] $ mv .14687_coin_2 .42439_coin_3 .63154_coin_1 ~/

.bashrc  Castle/  Forest/  Garden/  .lessht  Mountain/  Stall/

~/Garden
[mission 7] $ mv .14687_coin_2 .42439_coin_3 .63154_coin_1 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check
Congratulations, mission 7 has been successfully completed!
```

la missione 8 ci impara ad utilizza * e ?

```
~/Castle/Cellar
[mission 8] $ rm *spider*

~/Castle/Cellar
[mission 8] $ ls
10595_bat_1  1348_bat_2  2268_bat_4  5100_bat_5  872_bat_3

~/Castle/Cellar
[mission 8] $ gsh goal
```

la missione 9 ci impara a farlo coi file nascosti con .

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

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

Congratulations, mission 9 has been successfully completed!
```

la missione 10 ci impara a copiare i file con cp

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

~/Castle/Great_hall
[mission 10] $ cp *standard* ~/Forest/Hut/Chest

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

Congratulations, mission 10 has been successfully completed!

| |
--+-----+
| Use the command |
| $ gsh help      |
```