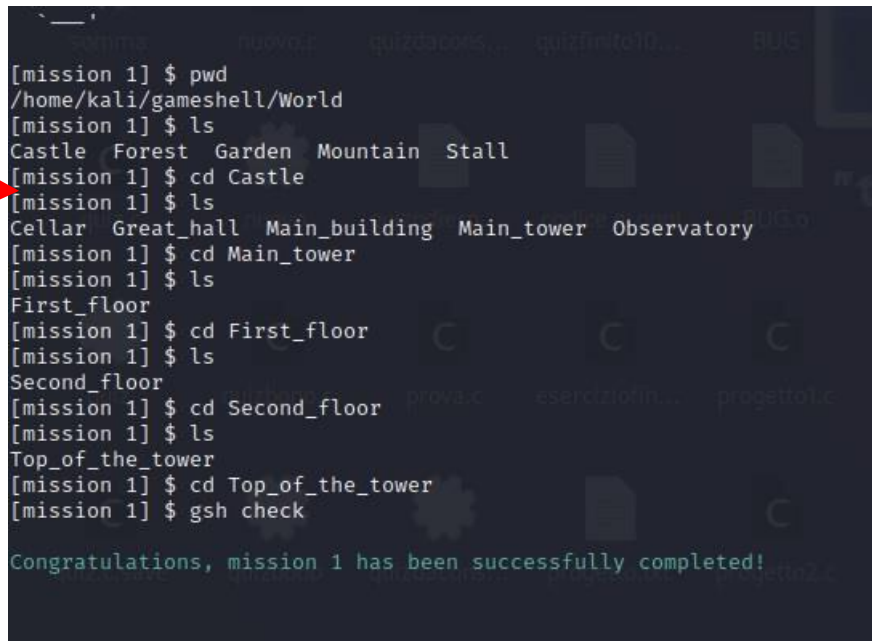


GAME SHELL

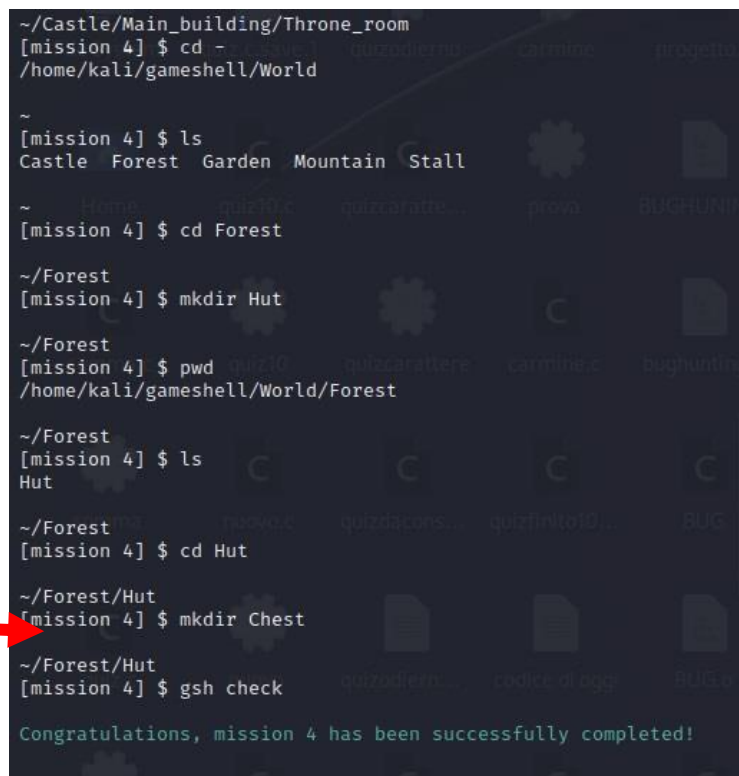
Missione 1: Con il comando “pwd” ho visto la mia directory di partenza. Con il comando “ls” ho visto le varie directory alle quali potevo accedere. Tramite comando cd ho fatto accesso alle varie directory per arrivare in cima alla torre, come richiesto dalla missione.

A terminal window showing the execution of commands for Mission 1. A red arrow points to the 'cd Castle' command. The terminal output shows the path being traversed from the World directory to the top of the tower, followed by a success message.

```
[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 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!
```

Missione 4: Mi sono spostato nella directory “Forest”, dove ho creato la directory “Hut”. All’interno di quest’ultima ho creato la directory “Chest”, come richiesto dalla traccia.

A terminal window showing the execution of commands for Mission 4. A red arrow points to the 'mkdir Chest' command. The terminal output shows the path being traversed from the World directory to the Forest directory, then to the Hut directory, and finally to the Chest directory, followed by a success message.

```
~/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] $ pwd
/home/kali/gameshell/World/Forest

~/Forest
[mission 4] $ ls
Hut

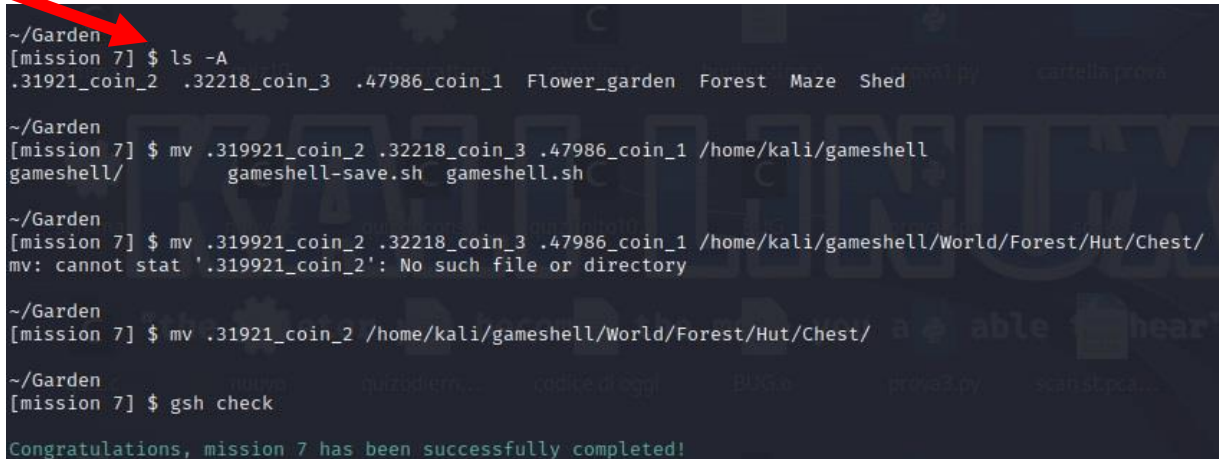
~/Forest
[mission 4] $ cd Hut

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

~/Forest/Hut
[mission 4] $ gsh check

Congratulations, mission 4 has been successfully completed!
```

Missione 7: Tramite comando `ls -A` ho visto i file nascosti all'interno della directory "Garden". In seguito, come richiesto dalla traccia, ho spostato tali file nascosti (.39121coin_2, .319921coin_1 e .32218coin3) nella directory "Chest".

A terminal window showing the execution of Mission 7. A red arrow points to the first command. The user is in the ~/Garden directory. They run 'ls -A' and see hidden files. Then they run 'mv' to move three hidden files to a path that doesn't exist, resulting in an error. They then run 'mv' again with the correct path, and finally 'gsh check', which shows the mission is completed.

```
~/Garden
[mission 7] $ ls -A
.31921_coin_2  .32218_coin_3  .47986_coin_1  Flower_garden  Forest  Maze  Shed

~/Garden
[mission 7] $ mv .319921_coin_2 .32218_coin_3 .47986_coin_1 /home/kali/gameshell
gameshell/
gameshell-save.sh  gameshell.sh

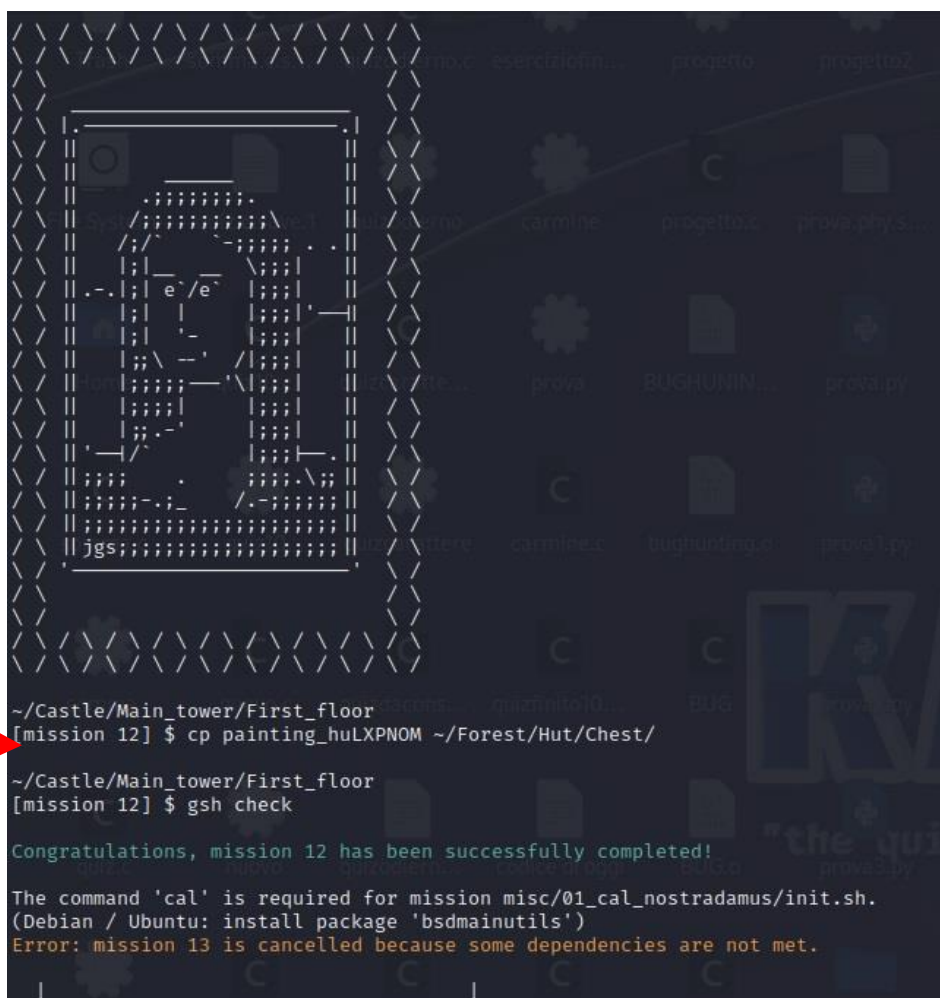
~/Garden
[mission 7] $ mv .319921_coin_2 .32218_coin_3 .47986_coin_1 /home/kali/gameshell/World/Forest/Hut/Chest/
mv: cannot stat '.319921_coin_2': No such file or directory

~/Garden
[mission 7] $ mv .31921_coin_2 /home/kali/gameshell/World/Forest/Hut/Chest/

~/Garden
[mission 7] $ gsh check

Congratulations, mission 7 has been successfully completed!
```

Missione 12: Tramite il comando "cat" ho individuato il dipinto più antico (La Monnalisa), e, come da traccia l'ho copia con comando "cp" nella mia directory "Chest"

A terminal window showing the execution of Mission 12. A red arrow points to the 'cp' command. The user is in the ~/Castle/Main_tower/First_floor directory. They run 'cp painting_huLXPNO ~ /Forest/Hut/Chest/'. Then they run 'gsh check', which shows the mission is completed. Below this, there is a message about the 'cal' command and a note that mission 13 is cancelled.

```
~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_huLXPNO ~ /Forest/Hut/Chest/

~/Castle/Main_tower/First_floor
[mission 12] $ gsh check

Congratulations, mission 12 has been successfully completed!

The command 'cal' is required for mission misc/01_cal_nostradamus/init.sh.
(Debian / Ubuntu: install package 'bsdmainutils')
Error: mission 13 is cancelled because some dependencies are not met.
```

Missione 16: Tramite il comando alias ho creato per l'appunto un'alias per il mio file.txt, avendo la possibilità di modificarlo evitando di tornare continuamente nella directory in cui lo stesso è presente.

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

~/Forest/Hut/Chest
[mission 16] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'
~/Forest/Hut/Chest
[mission 16] $ gsh check

Congratulations, mission 16 has been successfully completed!

Congratulations!
From now on you can use the file
"/.gshrc"
to record aliases. More information can be found in the file (it has been created for you).
```

Missione 17: Tramite comando TAB sono riuscito a rintracciare la regina dei ragni immediatamente, riuscendo a rimuoverla definitivamente in 18 secondi su 20.

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

~/Castle/Cellar
[mission 17] $ la
.22072_bat_3 .24244_bat_4 .24853_bat_2 .7996_bat_5 .8263_bat_1 .Lair_of_the_spider_queen piHjDMEvzTNoBaSS hYKAGvHzQDYVMJcu/

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ piHjDMEvzTNoBaSS hYKAGvHzQDYVMJcu/

~/Castle/Cellar/.Lair_of_the_spider_queen piHjDMEvzTNoBaSS hYKAGvHzQDYVMJcu
[mission 17] $ la
bTmFMnAuxgQxtRsR_baby_bat_vtIOyWoxAGCKjaPn OWtPBsAegLVPXFDe_spider_queen_hZNXWUEUbegugAWz

~/Castle/Cellar/.Lair_of_the_spider_queen piHjDMEvzTNoBaSS hYKAGvHzQDYVMJcu
[mission 17] $ rm OWtPBsAegLVPXFDe_spider_queen_hZNXWUEUbegugAWz

~/Castle/Cellar/.Lair_of_the_spider_queen piHjDMEvzTNoBaSS hYKAGvHzQDYVMJcu
[mission 17] $ gsh check
Perfect, it took you only 18 seconds to complete this mission!

Congratulations, mission 17 has been successfully completed!
```

Missione 20: Nella directory “Maze” ho trovato la silver coin e l’ho spostata come richiesto nella mia directory “Chest”.

Nella **missione 21** (di cui non ho effettuato screen, ho utilizzato il comando **“find -iname <<nome_file>> -type (f)”** per trovare le monete d’oro, non altrimenti accessibili facilmente a causa della molteplicità di cartelle in cui le monete d’oro erano site.

```
kali@kali: ~  
File Actions Edit View Help  
./a69b9e25a63178983bafc68d7567fc/388b32f3935e05f338f6f99535e/02ba718e7dcbd:  
./a69b9e25a63178983bafc68d7567fc/388b32f3935e05f338f6f99535e/4e2f58bd98873a34c2:  
./a69b9e25a63178983bafc68d7567fc/388b32f3935e05f338f6f99535e/e609ed43c8c09786479b123d10dd1:  
./cb4410443f97d54e55e0428e:  
341a8b13fd85979c850/ 62bacc36be29/ de7ca5819412b51c7/  
./cb4410443f97d54e55e0428e/341a8b13fd85979c850:  
227e8afbe2a0371a/ 73767ad1c4f5bcc3cfdff1d/ 7fd331f98a/  
./cb4410443f97d54e55e0428e/341a8b13fd85979c850/227e8afbe2a0371a:  
./cb4410443f97d54e55e0428e/341a8b13fd85979c850/73767ad1c4f5bcc3cfdff1d:  
./cb4410443f97d54e55e0428e/341a8b13fd85979c850/7fd331f98a:  
./cb4410443f97d54e55e0428e/62bacc36be29:  
3919ad7212b95d7aa51af7/ 6613cae915056a7b83689/ fb0f78aaa46ed33d/  
./cb4410443f97d54e55e0428e/62bacc36be29/3919ad7212b95d7aa51af7:  
./cb4410443f97d54e55e0428e/62bacc36be29/6613cae915056a7b83689:  
./cb4410443f97d54e55e0428e/62bacc36be29/fb0f78aaa46ed33d:  
./cb4410443f97d54e55e0428e/de7ca5819412b51c7:  
a09ebbd9b74/ a55dbd83a6b8f967349e6e812b/ cdb43a50530fb9d7629fb21a7212/  
./cb4410443f97d54e55e0428e/de7ca5819412b51c7/a09ebbd9b74:  
./cb4410443f97d54e55e0428e/de7ca5819412b51c7/a55dbd83a6b8f967349e6e812b:  
./cb4410443f97d54e55e0428e/de7ca5819412b51c7/cdb43a50530fb9d7629fb21a7212:  
~/Garden/Maze  
[mission 20] $ cd 51109f4ac7c/5445b6fcae69bad67935bc/65b27737  
~/Garden/Maze/51109f4ac7c/5445b6fcae69bad67935bc/65b27737  
[mission 20] $ mv 00000_silver_coin_00000 ~/Forest/Hut/Chest  
~/Garden/Maze/51109f4ac7c/5445b6fcae69bad67935bc/65b27737  
[mission 20] $ gsh check  
Congratulations, mission 20 has been successfully completed!  
You are back at the entrance of the maze ...
```

Missione 22: Mi sono spostato nella directory "Cave", dove ho incontrato Servillo, che ho fatto apparire sul terminale con il comando "cat". Ho usufruito altresì del comando "head" -n <<numero_pagina>> grazie al quale sono riuscito a visualizzare soltanto il nome della ricetta "Erbal Tea" e la relativa prerazione, come richiesto dalla traccia

```
Book_of_potions/ page_07 servillus
~/Mountain/Cave
[mission 22] $ cat servillus
38c90013f3183572ae53b1eb412ef7ae67cf1372026527

      /\
     /  \
    //   \
   //..  \
  //..  \
 /l\j\  ( )
/.  ~  ,V/I
\\L_j^\\I
 V-v}  I
  |    I c( ^ ^ )o
  |    l  I
 _/j  L l_I _//^ ^\\_
~~~~~
Row

~/Mountain/Cave
[mission 22] $ head -6 page_07
Herbal tea

1) Boil water.
2) Add herbs from the forest.
3) Let it sit for five minutes and drink while hot.

~/Mountain/Cave
[mission 22] $ gsh check

Congratulations, mission 22 has been successfully completed!
```


Missione 24: Come richiesto dalla traccia ho mostrato la ricetta completa della "Transformation potion" insieme al suo titolo.

```
~/Mountain/Cave
[mission 24] $ cat Book_of_potions/table_of_contents
1. Transformation potion _____ pages 1-2
2. Elixir of youth _____ pages 3-4
3. Philter of love _____ page 5
4. Bottled death (powerful poison) _____ page 6
5. Herbal tea _____ page 7
6. Draft of invisibility _____ pages 7-8
7. Homeopathic healing potion (part 1) _____ pages 8-9
8. Homeopathic healing potion (part 2) _____ page 10
9. Homeopathic healing potion (part 3) _____ page 11
10. Toadstool stew _____ page 12
11. Distilled water _____ page 13
12. King's almanac _____ Page 13

~/Mountain/Cave
[mission 24] $ cat Book_of_potions/page_01 Book_of_potions/page_02
Transformation potion
_____
1) Boil water in a cauldron.
2) Add 3 measures of fluxweed to the cauldron.
3) Add 2 bundles of knotgrass to the cauldron.
4) Stir 4 times, clockwise.
5) Wave your wand then let potion brew for 80 minutes.
6) Add 4 leeches to the cauldron.
7) Crush 2 scoops of lacewing flies to a fine paste.
8) Add 2 measures of the crushed lacewings to the cauldron.
9) Heat for 30 seconds on a low heat.
10) Add 3 measures of boomslang skin to the cauldron.
11) Crush a bicorn horn into a fine powder.
12) Add 1 measure of the crushed horn to the cauldron.
13) Heat for 20 seconds at a high temperature.
14) Wave your wand then let potion brew for 24 hours.
15) Add 1 additional scoop of lacewings to the cauldron.
16) Stir 3 times, counter-clockwise.
17) Split potion into multiple doses, if desired.
18) Add a pieces of the person you wish to become.
19) Wave your wand to complete the potion.

~/Mountain/Cave
[mission 24] $ gsh check

Congratulations, mission 24 has been successfully completed!
```

Missione 28: Nella missione con distrazione, ho utilizzato il comando “ps” ho trovato il PID del processo “spell” che ho poi in seguito provveduto a rimuovere con il comando “kill – KILL <<numero_PID>>”.

```
File Actions Edit View Help
*#@*
G_**/~
!$-#

KILL 291082

~/Mountain/Cave
[mission 28] $

*#@*
G_**/~
!$-#

*#@*
G_**/~
!$-#

*#@*
G_**/~
!$-#

*#@*
G_**/~
!$-#

kill -s KILL
*#@*
G_**/~
!$-#

91558
bash: kill: (91558) - No such process

~/Mountain/Cave
[mission 28] $

*#@*
G_**/~
!$-#

kill -s KILL
*#@*
G_**/~
!$-#

291558

~/Mountain/Cave
[mission 28] $ gsh check

Congratulations, mission 28 has been successfully completed!
```

MISSIONE 31: Mi sono recato nella directory “Library”, dove con il comando “cat Mathematica101” ho avuto accesso a tutta una serie di numeri. Ho notato in seguito che la missione mi dava delle moltiplicazioni complesse da svolgere in pochi secondi. Dunque sono tornato nel file contenente i numeri, e mediante CTRL+SHIFT+C ho copiato e successivamente incollato con CTRL+SHIFT+V tutti i risultati sul terminale nel momento in cui mi venivano richieste le varie moltiplicazioni. In questo modo le operazione venivano svolte in automatico dal terminale.

```
4895
528
559
1184
6424
1200
1073
960
59 * 70 = ?? 22 * 37 = ?? 67 * 60 = ?? 35 * 64 = ?? 19 * 51 = ?? 7 * 88 = ?? 9 * 84 = ?? 76 * 95 = ?? 37 * 13
= ?? 33 * 8 = ?? 62 * 4 = ?? 20 * 52 = ?? 58 * 54 = ?? 57 * 37 = ?? 29 * 3 = ?? 82 * 19 = ?? 41 * 60 = ?? 26 *
18 = ?? 59 * 95 = ?? 97 * 21 = ?? 85 * 34 = ?? 89 * 54 = ?? 70 * 32 = ??
28 * 64 = ?? 10 * 85 = ?? 46 * 44 = ?? 57 * 65 = ?? 15 * 100 = ?? 25 * 92 = ?? 28 * 12 = ?? 80 * 86 = ?? 43 *
90 = ?? 96 * 82 = ?? 94 * 71 = ?? 100 * 57 = ?? 2 * 24 = ?? 41 * 87 = ?? 21 * 92 = ?? 84 * 12 = ?? 53 * 86 = ?
? 68 * 63 = ?? 92 * 14 = ?? 11 * 87 = ?? 85 * 65 = ?? 38 * 28 = ?? 25 * 77 = ?? 56 * 88 = ?? 59 * 17 = ?? 81 *
78 = ?? 7 * 24 = ?? 80 * 97 = ?? 40 * 40 = ?? 55 * 1 = ?? 38 * 94 = ?? 83 * 69 = ?? 5 * 62 = ?? 70 * 77 = ??
31 * 28 = ?? 55 * 55 = ?? 69 * 30 = ?? 84 * 100 = ?? 58 * 7 = ?? 66 * 50 = ?? 100 * 49 = ?? 88 * 4 = ?? 25 * 3
9 = ?? 57 * 26 = ?? 45 * 6 = ?? 52 * 89 = ?? 31 * 60 = ?? 86 * 5 = ?? 88 * 15 = ?? 19 * 43 = ?? 66 * 11 = ?? 3
3 * 2 = ?? 14 * 34 = ?? 42 * 29 = ?? 27 * 32 = ?? 75 * 70 = ?? 30 * 88 = ?? 87 * 23 = ?? 47 * 50 = ?? 37 * 28
= ?? 63 * 18 = ?? 94 * 54 = ?? 67 * 14 = ?? 65 * 16 = ?? 46 * 91 = ?? 10 * 44 = ?? 4 * 72 = ?? 52 * 54 = ?? 89
* 55 = ?? 16 * 33 = ?? 43 * 13 = ?? 32 * 37 = ?? 88 * 73 = ?? 50 * 24 = ?? 37 * 29 = ?? 20 * 48 = ??
Congratulations, mission 31 has been successfully completed!

While you are waiting, a spider crawls by...
```

ULTIMO LIVELLO RAGGIUNTO, LIVELLO 32: Ho avuto accesso ai grimori di mago Merlino, e ho provveduto a crearne una lista nel file di testo denominato "inventory.txt", come richiesto dalla traccia.

```
~/Castle/Main_building
[mission 32] $ ls
Library/ Throne_room/

~/Castle/Main_building
[mission 32] $ cd Library

~/Castle/Main_building/Library
[mission 32] $ ls
Drawer Greek_Latin_and_other_modern_languages Mathematics_101 Merlin_s_office/

~/Castle/Main_building/Library
[mission 32] $ less Drawer

[7]+ Stopped less Drawer

~/Castle/Main_building/Library
[mission 32] $ ls -A Merlin_s_office
candle grimoire_13745 grimoire_16172 grimoire_20297 grimoire_24456 grimoire_27754 grimoire_4430 grimoire_7792
Drawer/ grimoire_13790 grimoire_16557 grimoire_20364 grimoire_2459 grimoire_28308 grimoire_4512 grimoire_7941
grimoire_10493 grimoire_13811 grimoire_17171 grimoire_20437 grimoire_24840 grimoire_28320 grimoire_480 grimoire_8912
grimoire_1057 grimoire_13957 grimoire_17676 grimoire_20527 grimoire_25127 grimoire_29025 grimoire_5101 grimoire_9
grimoire_10962 grimoire_13978 grimoire_17837 grimoire_20580 grimoire_25810 grimoire_29087 grimoire_5354 grimoire_9024
grimoire_11232 grimoire_14256 grimoire_18868 grimoire_21078 grimoire_25915 grimoire_29216 grimoire_5414 grimoire_9263
grimoire_11807 grimoire_14267 grimoire_19399 grimoire_21885 grimoire_25997 grimoire_29347 grimoire_5439 grimoire_9361
grimoire_11869 grimoire_14600 grimoire_19519 grimoire_22291 grimoire_26191 grimoire_29723 grimoire_5469 grimoire_9562
grimoire_1242 grimoire_14865 grimoire_19594 grimoire_22392 grimoire_26367 grimoire_29780 grimoire_6253 grimoire_9696
grimoire_12509 grimoire_1526 grimoire_19697 grimoire_2275 grimoire_26856 grimoire_30594 grimoire_6333
grimoire_12922 grimoire_15448 grimoire_19820 grimoire_22797 grimoire_27081 grimoire_32013 grimoire_6698
grimoire_13156 grimoire_15539 grimoire_19847 grimoire_23534 grimoire_27485 grimoire_32684 grimoire_6751
grimoire_13682 grimoire_15981 grimoire_19984 grimoire_24193 grimoire_27537 grimoire_3346 grimoire_7507

~/Castle/Main_building/Library
[mission 32] $ cd Merlin_s_office

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ ls grimoire_* > Drawer/inventory.txt

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ gsh check

Congratulations, mission 32 has been successfully completed!
```