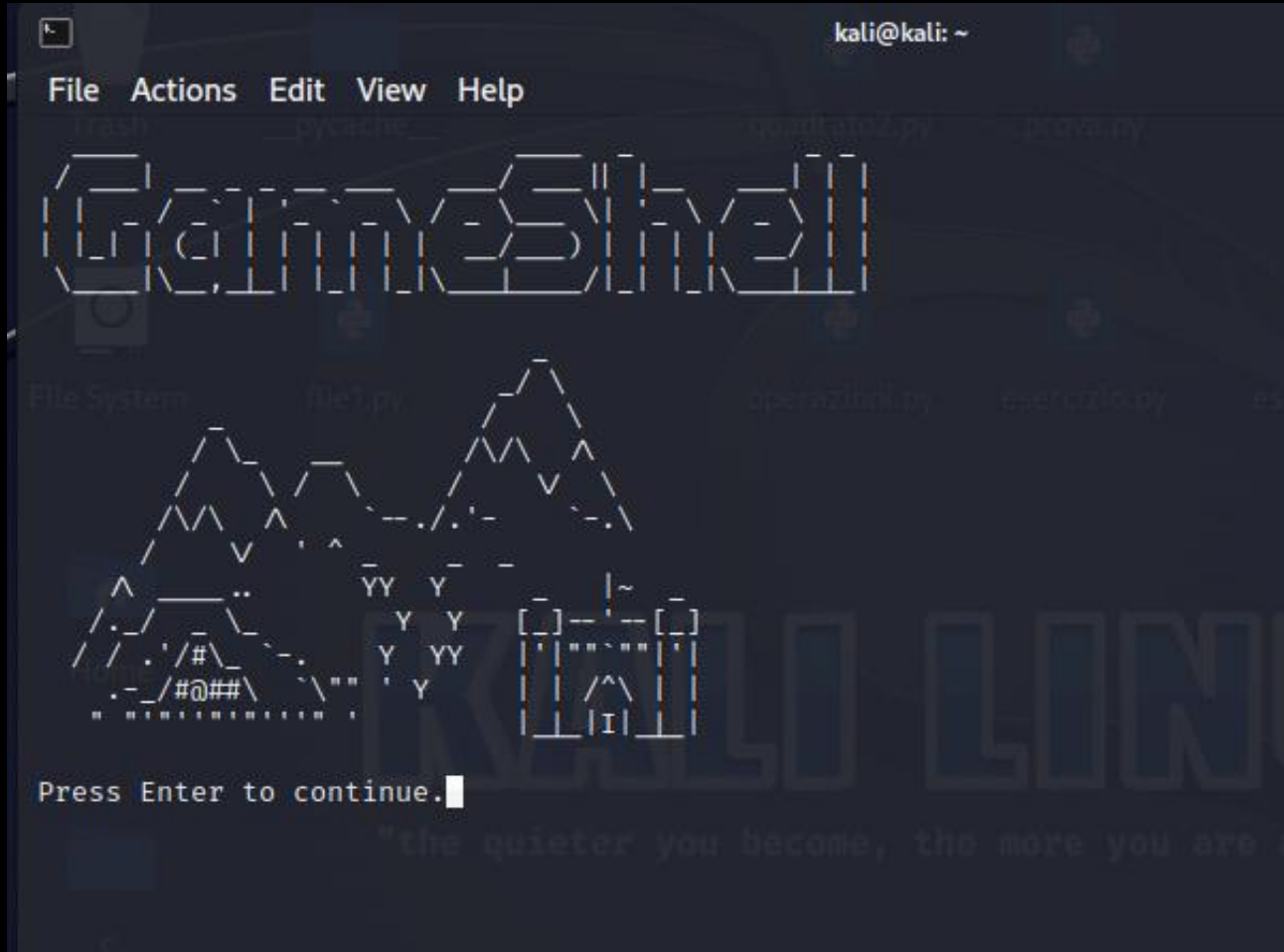


Abstract geometric lines forming various polygons and shapes, primarily in the upper left quadrant of the page.

# PROGETTO GAME-SHELL

Bala Dorian



# GAME-SHELL, DI COSA PARLIAMO

Game-shell è un gioco che sfrutta l'interfaccia di comando di Linux per porre delle sfide al giocatore.

# QUELLO CHE VEDIAMO QUI AFFIANCO È IL LIVELLO 8 DEL GIOCO.

```
^
( )
/
/  Mission goal
/
/  Get rid of all the spiders that are crawling in the cellar. Again, do not do not disturb the
/  bats.
/
/  Shell patterns
/
/  *
/  The "*" character stands in for any sequence of characters
/  (including an empty sequence).
/
/  ?
/  The "?" character stands in for any single character.
/
/  Those wildcards can be used to denote lists of existing files / directories in the current
/  working directory.
/
/  For example: if the current folder contains
/  file-1 Folder-1 file-14 potato
/  then
/
/      *      → file-1 Folder-1 file-14 potato
/      *1     → file-1 Folder-1
/      *0*    → Folder-1 potato
/      X*     → error, no matching file
/      *-?    → file-1 Folder-1
/      *-??   → file-14
/
( )
^
```

Sulla parte superiore c'è la consegna dei livelli in stile racconto medievale.

Sotto solitamente vengono scritti i comandi utili e dei piccoli indizi.

```
~/Castle/Cellar
[mission 8] $ ls
10405_spider_45  14003_spider_28  19922_spider_20  22440_bat_2      26209_spider_38  4167_spider_50  7189_bat_5
11270_bat_3      15221_spider_2   2000_spider_21   22795_spider_22  26477_spider_44  4387_bat_4      7597_spider_49
11725_spider_25  15368_spider_19  20038_spider_39  24239_spider_17  26896_spider_30  4437_spider_46  7814_spider_47
11923_spider_34  16269_spider_23  20179_spider_26  24468_spider_6   27193_spider_1   5309_spider_14  819_bat_1
12980_spider_18  16689_spider_35  20976_spider_48  25033_spider_31  3039_spider_36   5612_spider_13  8661_spider_33
13313_spider_27  17933_spider_37  21306_spider_8   25048_spider_9   31835_spider_11  5711_spider_43  8982_spider_5
13608_spider_12  18860_spider_29  22046_spider_42  25152_spider_40  32514_spider_4   6171_spider_3   9362_spider_7
13952_spider_16  19864_spider_15  22122_spider_41  2602_spider_10   4005_spider_24   6807_spider_32  barrel_of_apples
```

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

```
~/Castle/Cellar
[mission 8] $ ls
11270_bat_3  22440_bat_2  4387_bat_4  7189_bat_5  819_bat_1  barrel_of_apples
```

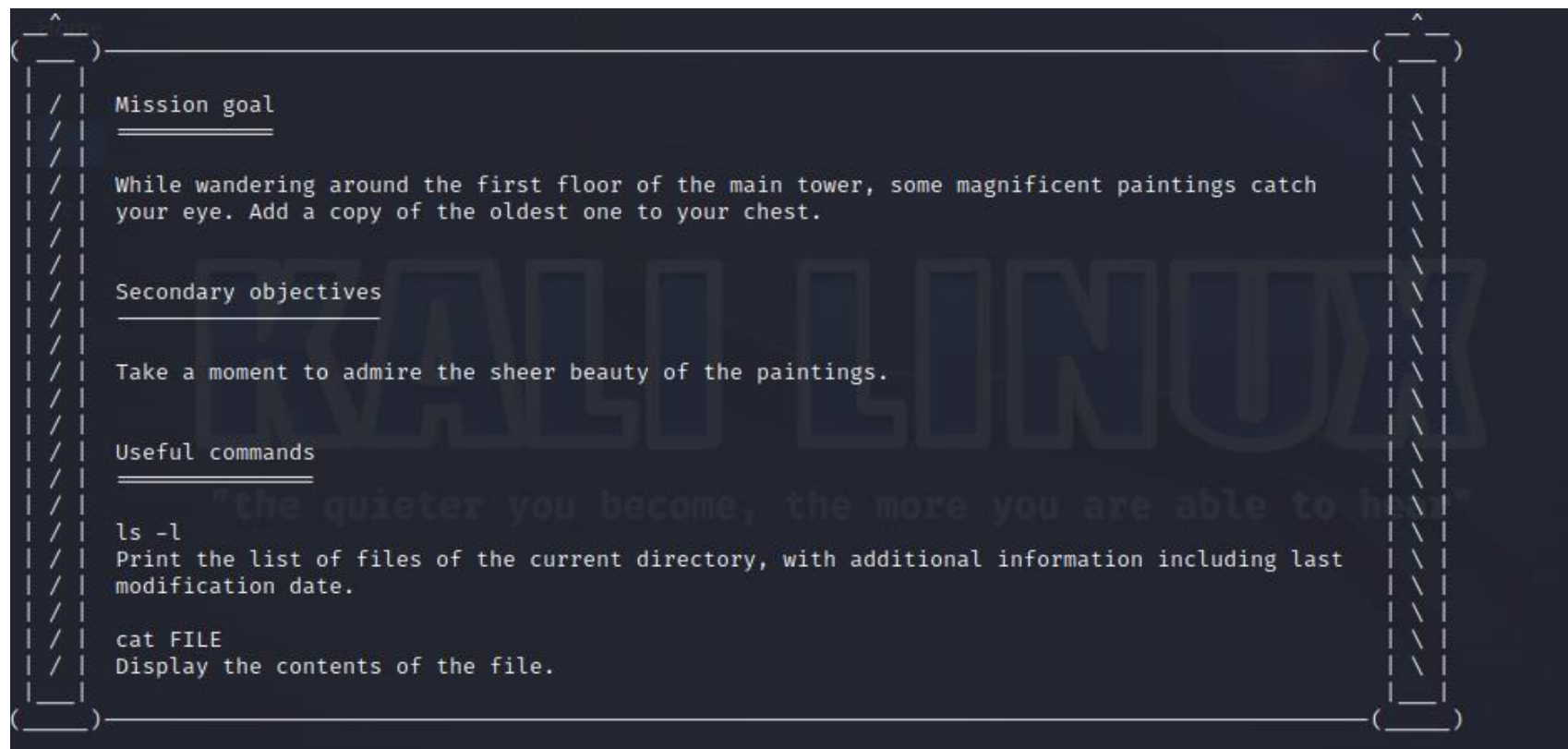
```
~/Castle/Cellar
[mission 8] $ gsh check
```

```
Congratulations, mission 8 has been successfully completed!
```

"the quieter you become, the more you are able to hear"

IL LIVELLO 8 INFATTI RICHIEDEVA ALL'UTENTE DI RAGGRUPPARE TUTTI I TIPI DI FILE DI UN GENERE E CANCELLARLI, DENOMINATI COME «RAGNI».

DI CONSEGUENZA CON IL COMANDO RM (REMOVE) E \*SPIDER\*, HO SPECIFICATO DI VOLER RIMUOVERE DALLA CARTELLA TUTTI GLI ELEMENTI CON ALL'INTERNO SPIDER. MA NON QUELLI CON ALL'INTERNO 'BAT'.



PASSIAMO DI SEGUITO ALLA MISSIONE NUMERO 12, CHE RICHIEDE ALL'UTENTE DI COPIARE DEI QUADRI 'FILE', ALL'INTERNO DELLA PROPRIA CESTA, UN DIRECTORY CREATA IN PRECEDENZA.

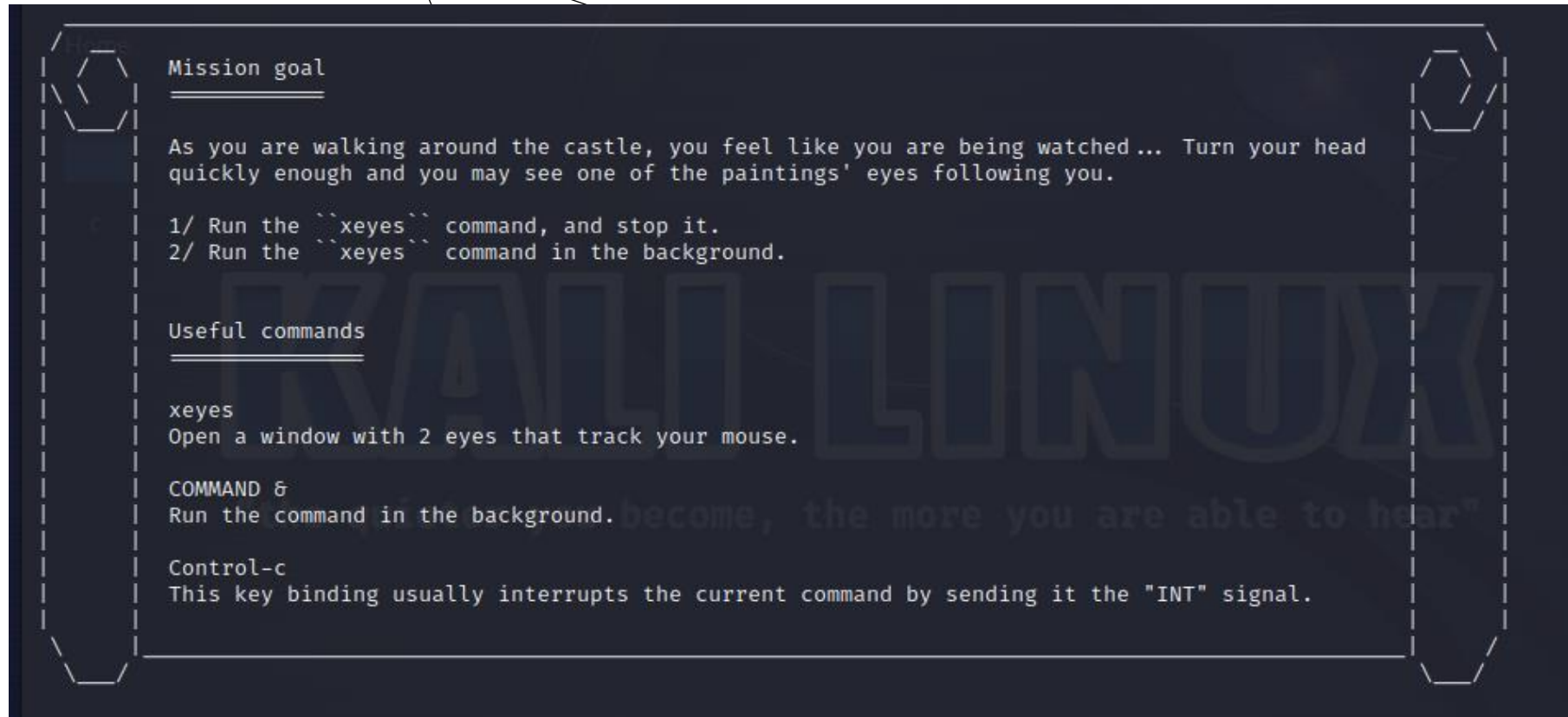
C'ERA ANCHE UNA MISSIONE  
SECONDARIA CHE CONSISTEVA  
NELL'AMMIRARE LA BELLEZZA DEL  
QUADRO PER QUALCHE SECONDO E  
COSÌ HO FATTO;

E ALLA FINE COME SI NOTA LA MISSIONE È COMPLETA.

[illegible]



NELLA MISSIONE NUMERO 18, IL GIOCO  
CI FA APPARIRE SUL DISPLAY 2 OCCHI  
CHE SEGUONO IL NOSTRO MOUSE,



```
Mission goal
=====

As you are walking around the castle, you feel like you are being watched... Turn your head
quickly enough and you may see one of the paintings' eyes following you.

1/ Run the xeyes command, and stop it.
2/ Run the xeyes command in the background.

Useful commands
=====

xeyes
Open a window with 2 eyes that track your mouse.

COMMAND &
Run the command in the background.

Control-c
This key binding usually interrupts the current command by sending it the "INT" signal.
```

PER COMPLETARE IL LIVELLO ERA  
SUFFICIENTE FAR PARTIRE GLI  
OCCHI ED ESEGUIRLI IN  
BACKGROUND CON IL COMANDO &.

```
~/Castle  
[mission 18] $ xeyes &  
[1] 89483  
  
~/Castle  
[mission 18] $ gsh check  
  
Congratulations, mission 18 has been successfully completed!
```

round.  
errupts the current command by sending it the "I

een bIyvUfbXfbV g cUo

mand, and stop it.  
mand in the background.

s that track your m

background.



NEL LIVELLO SUCCESSIVO VENIVA  
RICHIESTO ALL'UTENTE DI TROVARE  
UN FILE MONETA, ALL'INTERNO DI  
UN LABIRINTO DI FILE.

```
~ operazioni.py esercizio.py esddoss.py quadrato.py
[mission 20] $ gsh goal

/8\ \_..
(  \_/_/
\_/_/_/

Mission goal
=====

Find the silver coin in the maze in the garden and move it to your chest using the shell.

Useful commands
=====

ls -R
Print the list of all files / directory, including those in sub-directories (recursively).

tree
Print the tree of files and directories, starting from the current working directory.

/8\ \_..
(  \_/_/
\_/_/_/

~ "the quieter you become, the more you are able to hear"
```

```

./28778ad2b2b91f25b2e2a8617276f1/d3466025995be56/a3c106c5122713dbdac9a2064
operazioni.py esercizio.py esddoss.py quadrato.py
./6a367c08885e2c0b6323:
5aad35eeb284/ 6bbc53439159bd59f4453/ 88d87920f087e4f7/
./6a367c08885e2c0b6323/5aad35eeb284:
0dd4021e21c32a860b5918/ 1e7d4bb8d2dc4db592c8f/ 545b14ed1efde15190ebff02c
./6a367c08885e2c0b6323/5aad35eeb284/0dd4021e21c32a860b5918:
./6a367c08885e2c0b6323/5aad35eeb284/1e7d4bb8d2dc4db592c8f:
./6a367c08885e2c0b6323/5aad35eeb284/545b14ed1efde15190ebff02cca5e:
./6a367c08885e2c0b6323/6bbc53439159bd59f4453:
91f23cdee2689/ 95fa168b4/ cc254b48c031f/
./6a367c08885e2c0b6323/6bbc53439159bd59f4453/91f23cdee2689:
./6a367c08885e2c0b6323/6bbc53439159bd59f4453/95fa168b4:
./6a367c08885e2c0b6323/6bbc53439159bd59f4453/cc254b48c031f:
00000_silver_coin_00000
./6a367c08885e2c0b6323/88d87920f087e4f7:
a061434729a2/ b4487727/ b68479780a8ad31d47353/
./6a367c08885e2c0b6323/88d87920f087e4f7/a061434729a2:
./6a367c08885e2c0b6323/88d87920f087e4f7/b4487727:
./6a367c08885e2c0b6323/88d87920f087e4f7/b68479780a8ad31d47353:
./8e60da724a50:
2940cfea43de78a7c35f48cc7/ b2a8ebd9bfda7b539d66b96f0838f9/ f983ef8a93f40

```

TRAMITE IL COMANDO FIND  
 DOVEVO TROVARE IL FILE  
 MONETA ALL'INTERNO DELLE  
 DIRECTORY.  
 E TRAMITE IL COMANDO TREE  
 HO GUARDATO LA STRUTTURA  
 DELLE CARTELLE.

HO TROVATO LE 2 MONETE  
DENTRO 2 CARTELLE  
DIFFERENTI E TRAMITE IL  
COMANDO MV, LE HO  
SPOSTATE ALL'INTERNO DELLA  
MIA CESTA NELLA FORESTA,  
SPECIFICANDONE IL PERCORSO

```
~/Garden/Maze
[mission 20] $ ls
28778ad2b2b91f25b2e2a8617276f1/ 6a367c08885e2c0b6323/ 8e60da724a50/

~/Garden/Maze
[mission 20] $ cd 6a367c08885e2c0b6323/6bbc53439159bd59f4453/cc254b48c031f

~/Garden/Maze/6a367c08885e2c0b6323/6bbc53439159bd59f4453/cc254b48c031f
[mission 20] $ ls
00000_silver_coin_00000

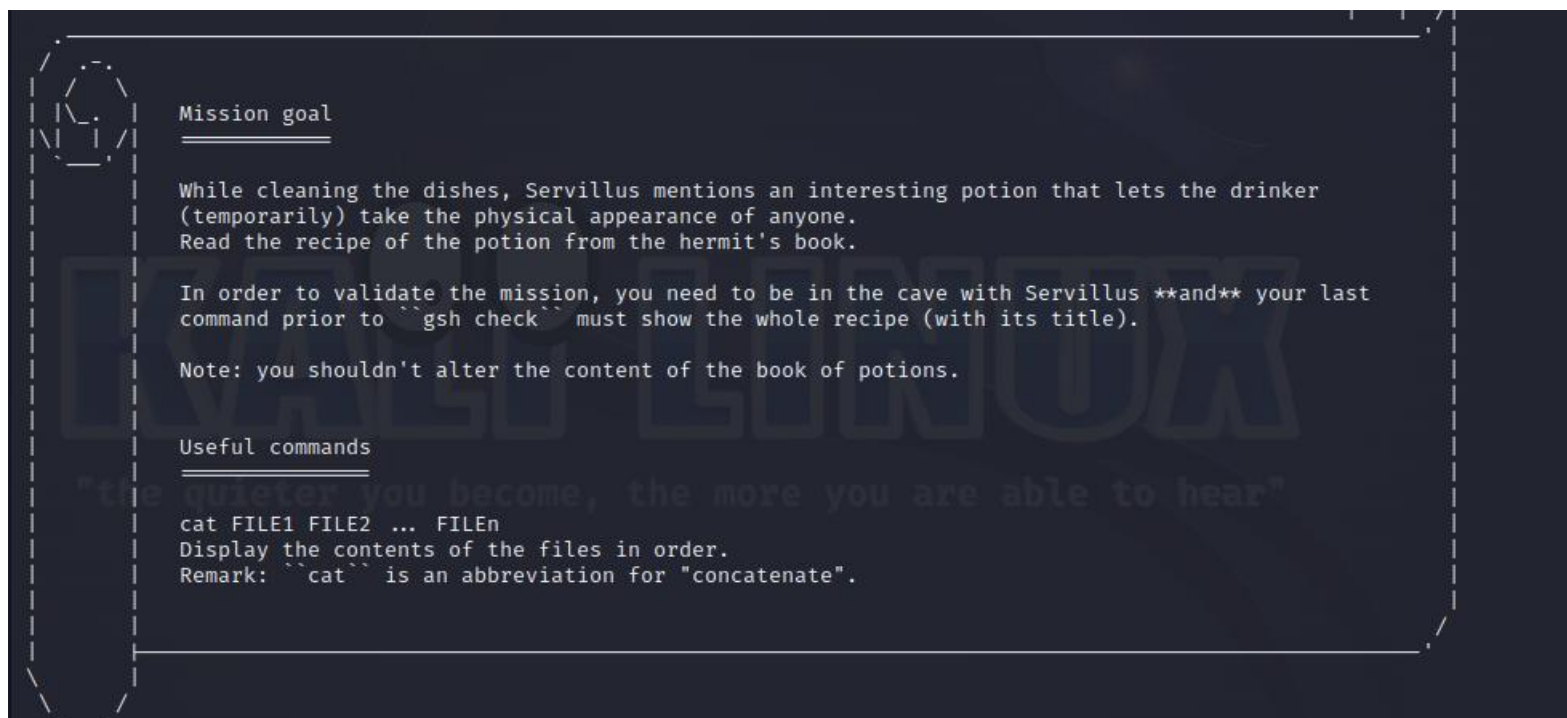
~/Garden/Maze/6a367c08885e2c0b6323/6bbc53439159bd59f4453/cc254b48c031f
[mission 20] $ mv 00000_silver_coin_00000 ~/Forest/Hut/Chest/

~/Garden/Maze/6a367c08885e2c0b6323/6bbc53439159bd59f4453/cc254b48c031f
[mission 20] $ cd

~
[mission 20] $ gsh check

Congratulations, mission 20 has been successfully completed! you are
```

IL LIVELLO 24, DI SEGUITO, RICHIEDEVA ALL'UTENTE DI  
LEGGERE 2 FILE CONCATENANDOLI TRA LORO CON IL  
COMANDO CAT.



```
~/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!
```

QUI INFATTI CON IL  
COMANDO CAT  
VENGONO STAMPATI I  
2 FILE INSIEME PER  
CONCATENARE UNA  
UNICA RICETTA.



# LE ULTIME DUE MISSIONI CHE SONO RIUSCITO A FARE SONO LA 30 E LA 31 CON DEI CALCOLI MATEMATICI

Il primo richiedeva  
semplici calcoli  
matematici

```
~/Mountain/Cave
[mission 30] $ gsh goal

Mission goal

To get better in the magical art, one needs to know mental math.

Get ready, because Merlin is about to test your precision with sums.

Run the command ``gsh check`` to start.

~/Mountain/Cave
[mission 30] $ gsh check
46 + 37 = ?? 83
31 + 47 = ?? 78
35 + 52 = ?? 87
53 + 24 = ?? 77
78 + 67 = ?? 145

Congratulations, mission 30 has been successfully completed! you are able to he
```

```
Main_building
├── Library
│   ├── Greek_Latin_and_other_modern_languages
│   ├── Mathematics_101
│   └── Merlin_s_office
│       ├── candle
│       ├── Drawer
│       └── ink_and_scroll
```

Il secondo invece tramite  
comando tree richiedeva di  
verificare la posizione di un file  
che aveva tutte le soluzioni delle  
moltiplicazioni e di metterle  
all'interno del comando gsh  
check, con il comando  
sottolineato;

```
~/Castle
[mission 31] $ cd Main_building/Library/

~/Castle/Main_building/Library
[mission 31] $ gsh check < Mathematics_101
20 * 73 = ?? 65 * 5 = ?? 92 * 32 = ?? 83 * 57 = ?? 48 * 60 = ?? 98 * 81 = ?? 96 * 28 = ?? 29 * 49 = ?? 15 * 77 = ?? 80 * 34
= ?? 9 * 56 = ?? 37 * 84 = ?? 94 * 76 = ?? 87 * 18 = ?? 41 * 1 = ?? 91 * 15 = ?? 69 * 73 = ?? 58 * 23 = ?? 60 * 97 = ?? 53
* 25 = ?? 11 * 70 = ?? 40 * 78 = ?? 45 * 98 = ?? 67 * 98 = ?? 57 * 69 = ?? 24 * 91 = ?? 13 * 83 = ?? 94 * 89 = ?? 71 * 93
= ?? 34 * 49 = ?? 69 * 23 = ?? 71 * 54 = ?? 74 * 82 = ?? 61 * 40 = ?? 47 * 15 = ?? 36 * 96 = ?? 87 * 4 = ?? 55 * 99 = ?? 3
* 44 = ?? 95 * 77 = ?? 69 * 11 = ?? 35 * 61 = ?? 71 * 97 = ?? 43 * 47 = ?? 9 * 72 = ?? 5 * 49 = ?? 51 * 78 = ?? 1 * 29 = ??
9 * 60 = ?? 8 * 75 = ?? 12 * 14 = ?? 15 * 37 = ?? 63 * 90 = ?? 50 * 39 = ?? 57 * 76 = ?? 42 * 74 = ?? 99 * 96 = ?? 37 * 19
= ?? 80 * 90 = ?? 7 * 35 = ?? 31 * 81 = ?? 33 * 9 = ?? 86 * 60 = ?? 23 * 5 = ?? 73 * 49 = ?? 8 * 23 = ?? 65 * 93 = ?? 89 *
45 = ?? 3 * 42 = ?? 95 * 78 = ?? 60 * 70 = ?? 42 * 44 = ?? 69 * 57 = ?? 56 * 35 = ?? 15 * 89 = ?? 53 * 69 = ?? 54 * 36 = ?
? 7 * 19 = ?? 81 * 36 = ?? 78 * 87 = ?? 29 * 95 = ?? 30 * 86 = ?? 30 * 38 = ?? 64 * 7 = ?? 3 * 52 = ?? 67 * 59 = ?? 24 * 29
= ?? 2 * 21 = ?? 95 * 19 = ?? 63 * 48 = ?? 95 * 26 = ?? 7 * 16 = ?? 36 * 29 = ?? 100 * 85 = ?? 7 * 74 = ?? 48 * 70 = ?? 98
* 8 = ?? 89 * 36 = ?? 98 * 90 = ?? 100 * 67 = ??

Congratulations, mission 31 has been successfully completed!

While you are waiting, a bat flies by...
```