

# Game shell

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La traccia di oggi ci chiedeva di installare e completare i primi dieci livelli del gioco **Game shell**, per familiarizzare con i comandi della shell di kali linux.

- 1) Il primo livello è molto semplice ci chiedeva di raggiungere il “Top\_of\_the\_tower” muovendoci nel “mondo” con il comando **cd**.

```
[mission 1] $ cd Top_of_the_tower
[mission 1] $ gsh ceck
Error: unknown gsh command 'ceck'.
Use one of the following commands: check, goal, help, reset
[mission 1] $ gsh check
Congratulations, mission 1 has been successfully completed!
```

- 2) Il secondo era molto simile al primo ha introdotto **cd ..** che ci ritorna alla directory padre rispetto a dove ci troviamo.

```
[mission 2] $ cd
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ gsh check
Congratulations, mission 2 has been successfully completed!
```

- 3) Il terzo ci spiegava che premendo solo **cd** questo comando ci avrebbe portato al path iniziale.

```
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check
Congratulations, mission 3 has been successfully completed!
```

- 4) Ci spiegava il comando **mkdir** per creare una directory, quindi ne creiamo una chiamata Hut e una volta dentro quella ne creiamo un'altra Chest.

```
~/Forest/Hut
[mission 4] $ gsh check
Congratulations, mission 4 has been successfully completed!
You are back at the initial directory.
```

- 5) Questo livello ci introduceva il comando **rm** che ci fa eliminare file e il comando **ls** per controllare i file di una directory; ora una volta nella Cellar avremmo dovuto “uccidere” i ragni.

```
~/Castle/Cellar
[mission 5] $ rm spider_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ gsh check
Congratulations, mission 5 has been successfully completed!
```

- 6) Il livello 6 invece ci introduceva il comando **mv** che ci muoveva un file in questo caso i “coin” dal Garden alla nostra Chest creata prima.

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

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

7) Questo livello ci introduceva il comando **ls -A** che ci mostra anche i file nascosti in una directory.

```
~/Garden
[mission 7] $ mv .14396_coin_3 .46321_coin_2 .64372_coin_1 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

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

8) Il livello 8 invece ci mostra come con il **\*** possiamo per un determinato comando evidenziare una sequenza di caratteri.

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

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

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

9) Il livello ci mostrava che solo con **\*** non avremmo potuto eliminare i ragni “nascosti” e ci mostra che per eliminare i file nascosti va anteposto a **\*** il **.** che vuol dire dot.

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

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

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

10) l'ultimo comando ci introduceva il comando **cp** che ci fa copiare i file da una directory ad un'altra.

```
~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/Chest

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

Congratulations, mission 10 has been successfully completed!
```

Il resto degli screen sono livelli che non erano necessari ma che ho voluto comunque fare.

```
~/Castle/Great_hall
[mission 11] $ cp *tapestry* ~/Forest/Hut/Chest

~/Castle/Great_hall
[mission 11] $ gsh check

Congratulations, mission 11 has been successfully completed!
```

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

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

Congratulations, mission 12 has been successfully completed!
```

```
[mission 13] $ gsh check
What was the day of the week for the 08-19-2001?
1 : Monday
2 : Tuesday
3 : Wednesday
4 : Thursday
5 : Friday
6 : Saturday
7 : Sunday
Your answer: 7

Congratulations, mission 13 has been successfully completed!
```

```
[mission 14] $ alias la='ls -A'
~
[mission 14] $ gsh check
Congratulations, mission 14 has been successfully completed!
```

```
~/Forest/Hut/Chest
[mission 15] $ nano journal.txt
~/Forest/Hut/Chest
[mission 15] $ gsh check
Congratulations, mission 15 has been successfully completed!
```

```
~
[mission 16] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'
~
[mission 16] $ gsh check
Congratulations, mission 16 has been successfully completed!
```

```
~/Castle/Cellar/.Lair_of_the_spider_queen OaDSCYUhUBUFckeS xrnvTukOseLDpBeo
[mission 17] $ gsh check
Perfect, it took you only 20 seconds to complete this mission!
Congratulations, mission 17 has been successfully completed!
```

```
~/Castle/Cellar
[mission 18] $ xeyes &
[1] 64850
~/Castle/Cellar
[mission 18] $ gsh check
Congratulations, mission 18 has been successfully completed!
```

```
~/Garden/Maze/92e5949750826b6becd7/1a767f1a128000cb6883d656bb5f093/8ec897689b9
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest
~/Garden/Maze/92e5949750826b6becd7/1a767f1a128000cb6883d656bb5f093/8ec897689b9
[mission 19] $ gsh check
Congratulations, mission 19 has been successfully completed!
```

```
~/Garden/Maze/4543381a28716b5674274460969/ccf4d1838752e1b19157ac/bbe76dbc04afcdb58401a09c
[mission 20] $ gsh check
Congratulations, mission 20 has been successfully completed!
```