

Consegna progetto Modulo 2

Introduzione

Come consegna del seguente progetto, è stato richiesto di eseguire il gioco gameshell.sh

Svolgimento

Man mano che si avanza nel gioco, si rendono evidenti diverse modalità di interazione, si sbloccano comandi e si espande la visione del mondo basato sul file system "World" contenente le cartelle base: "Castle", "Mountain", "Forest", "Garden" e "Stall", simulando la root di Linux, in un'avventura simil-Fantasy, con personaggi noti come il mago Merlino.

Come curiosità, ho riscontrato che alcuni files potevano essere visualizzati a schermo;

ad esempio dal livello "10", con il comando **cat**, era possibile visualizzare le stoffe, i quadri o gli oggetti a schermo; con il comando **charmiglio**, livello 20 circa, era possibile visualizzare dei "fuochi d'artifici" e capire i processi in background e foreground; ultimo ma non per ultimo, il comando **kill** dei processi (livello 30) con la generazione di processi casuali che emulavano la presenza di "spiritelli dispettosi" detti in inglese IMP.

Dal livello 32 in poi, troviamo i livelli dove si affronta stdin (standard input) e stdout (standard output), flussi che permettono ai comandi e ai programmi di ricevere input e restituire output, stderr destinato ai flussi che gestiscono i messaggi di errore e così via fino ai livelli finali più difficili ed incentrati sulla modifica, codifica e decodifica dei files.

Infine come screen ho potuto raggiungere il traguardo conquistando la vetta del gioco con il livello 45.

Allegati screenshot dello svolgimento con foto finale di superamento.

Grazie



```
kali@kali: ~
File Actions Edit View Help
~/Castle
[mission 5] $ cd Cellar

~/Castle/Cellar
[mission 5] $ rm *s

~/Castle/Cellar
[mission 5] $ ls
bat_1 bat_2 spider_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ rm *s
rm: cannot remove '*s': No such file or directory

~/Castle/Cellar
[mission 5] $ rm *spider
rm: cannot remove '*spider': No such file or directory

~/Castle/Cellar
[mission 5] $ rm *spider*

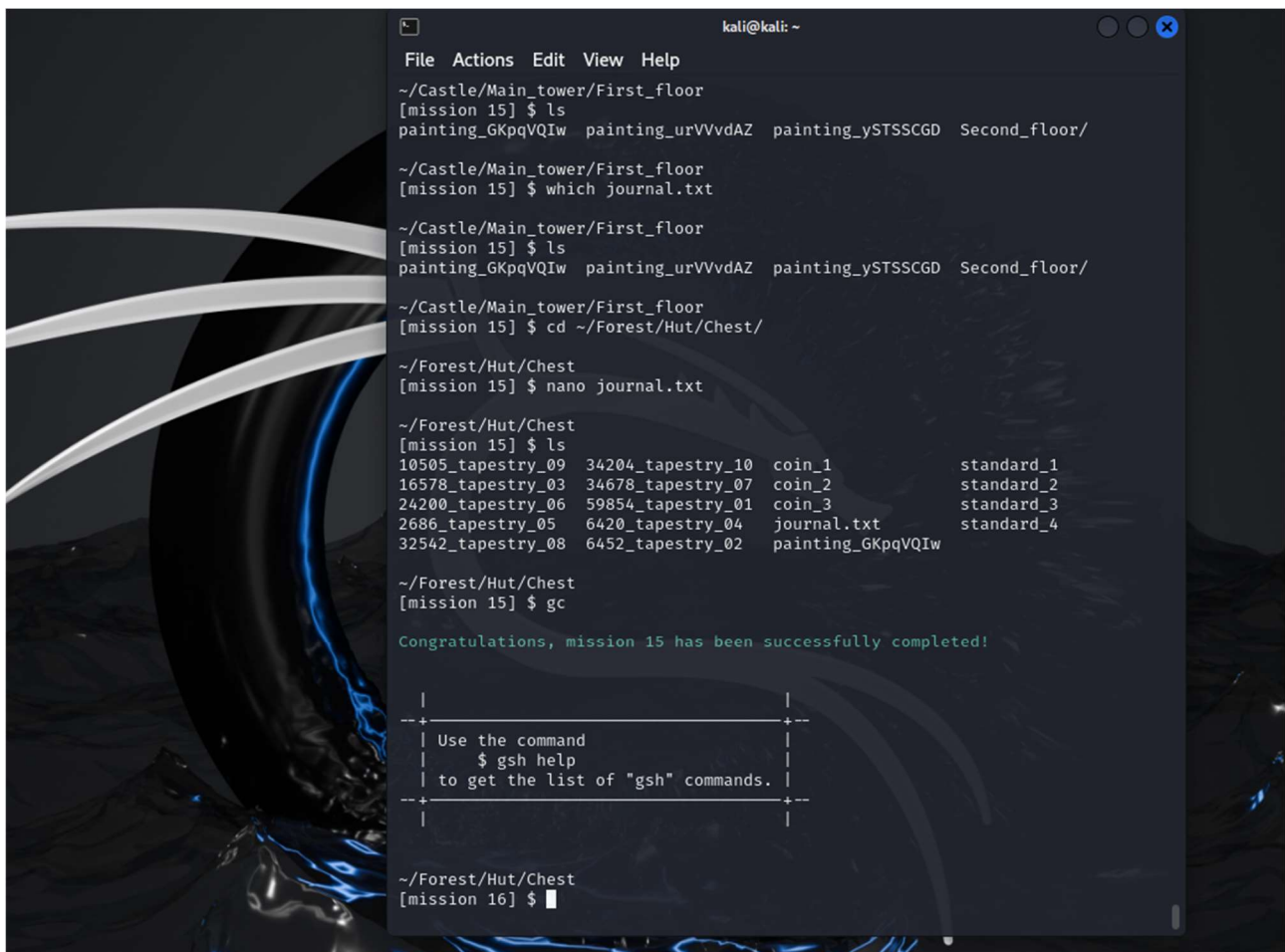
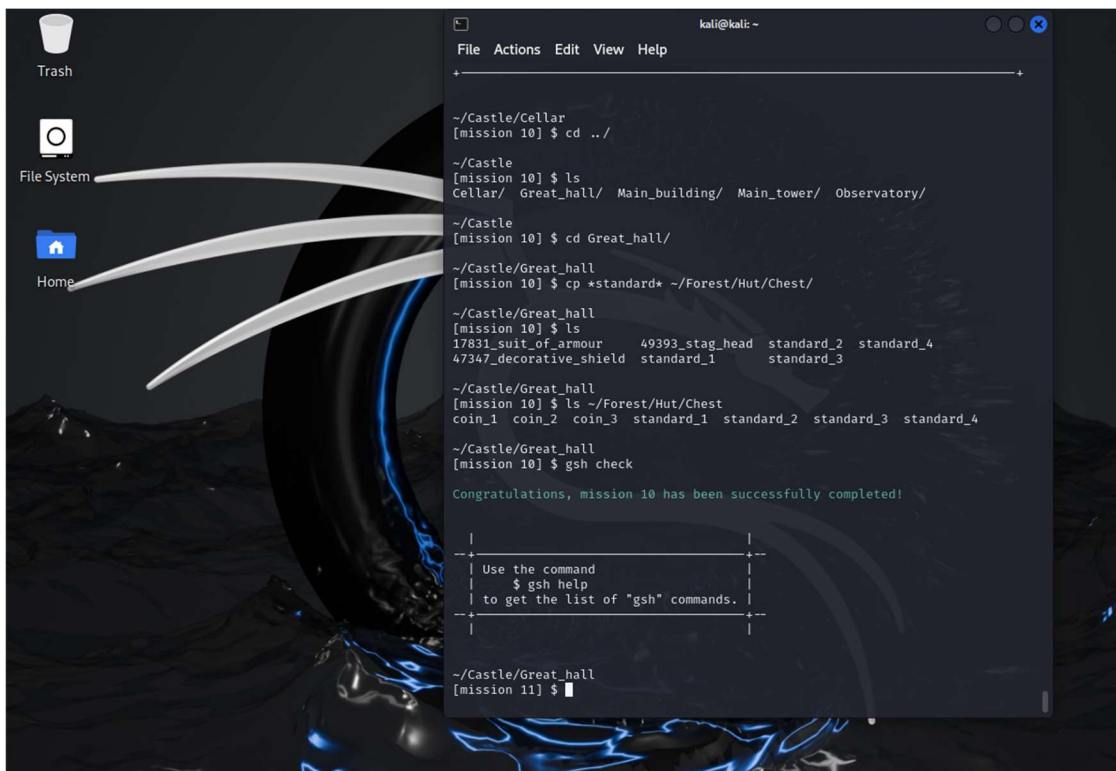
~/Castle/Cellar
[mission 5] $ ls
bat_1 bat_2

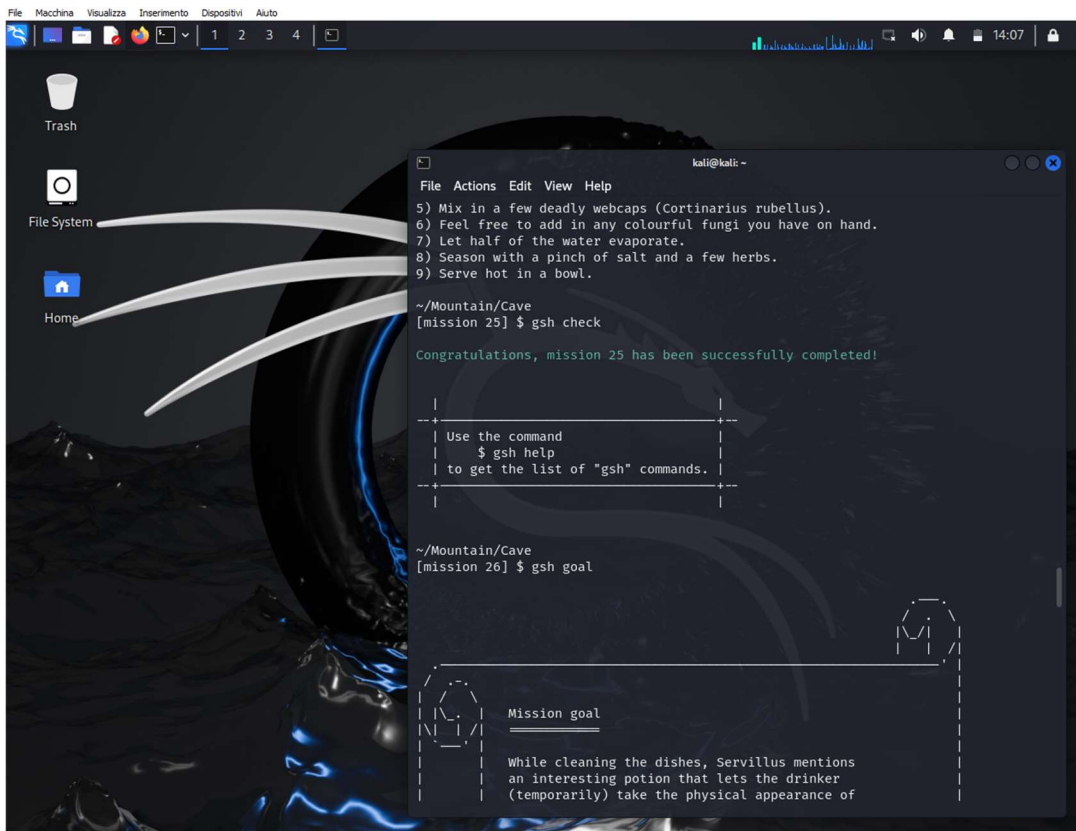
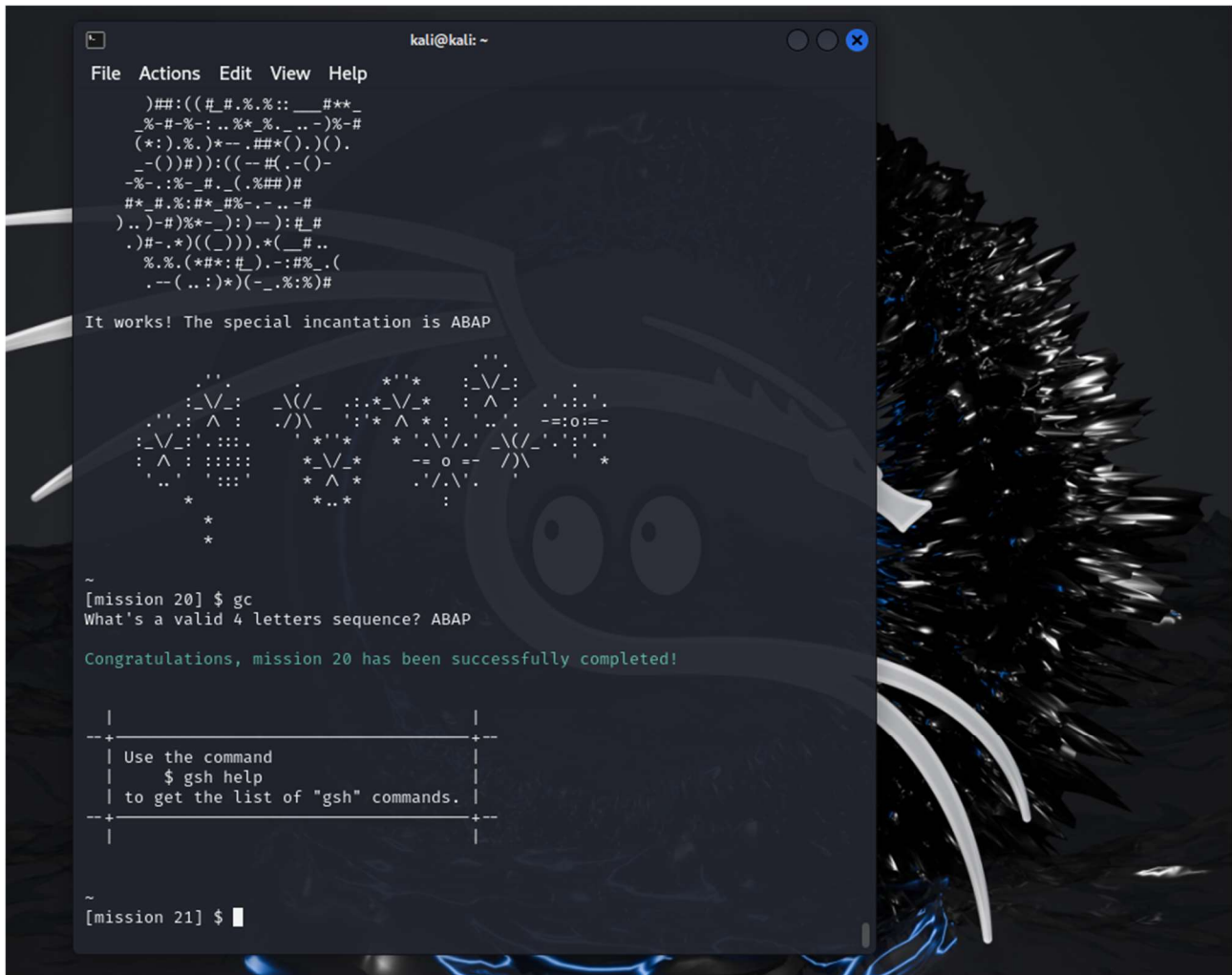
~/Castle/Cellar
[mission 5] $ gsh check

Congratulations, mission 5 has been successfully completed!

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

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






```
kali linux 1 [In esecuzione] - Oracle VM VirtualBox
File Macchina Visualizza Inserimento Dispositivi Aiuto
1 2 3 4

kali@kali: ~
File Actions Edit View Help
Sorry, mission 42 hasn't been completed.
Trash

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

(0)
~/Stall
[mission 42] $ grep King *_s_c_r_o_l_l_* | grep -v PAID
the King bought a knife for 4 coppers.
the King bought a shiny rock for 3 coppers.
the King bought a bag flour for 6 coppers.
the King bought a walking stick for 6 coppers.
(1)
~/Stall
[mission 42] $ gsh check
How much does the king owe? 19
Congratulations, mission 42 has been successfully completed!

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

(0)
~/Stall
[mission 43] $ gsh goal

Mission goal
```

```
kali linux 1 [In esecuzione] - Oracle VM VirtualBox
File Macchina Visualizza Inserimento Dispositivi Aiuto
1 2 3 4

kali@kali: ~
File Actions Edit View Help

26 cd
27 gsh goal
28 ls | grep "King" | grep -v " "
29 gsh check
30 ls | grep "King" | grep -v "DEBT"
31 ls | grep "King" | grep -v -i "DEBT"
32 ls | grep "King" | grep -v -i "debt"
33 gsh check
34 cd
35 cd ~Castle
36 cd ~Castle/
37 cd Castle
38 ls
39 ls -l
40 cd ~Castle/Garden
41 cd ~/Garden
42 ls
43 cd
44 ls
45 cd Stall
46 ls
47 ls -hl
48 ls -hl | grep -v boring_object
49 cat e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d
50 cat e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d
51 grep roi e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d
52 less roi e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d
53 grep roi e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d
54 less roi e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d
55 grep roi e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d
56 grep -v roi e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d
57 grep king e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d
58 grep king e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d | grep -v
59 grep king e759ba7f1_s_c_r_o_l_l_e759ba7f180e172d | grep -v 'PAID'
60 gsh check
61 grep King *_s_c_r_o_l_l_* | grep -v PAID
62 gsh check
63 gsh goal
64 gsh history
65 history

(1)
~/Stall
[mission 43] $
```

```
kali linux 1 [In esecuzione] - Oracle VM VirtualBox
File Macchina Visualizza Inserimento Dispositivi Auto

Applications
File Actions Edit View Help

[mission 43] $ grep -v "PAID" *_s_c_r_o_l_l_* | wc -l
47
(1)
~/Stall
[mission 43] $ gsh check
How many unpaid items are there? 47

Congratulations, mission 43 has been successfully completed!

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

~/Stall
[mission 44] $ history
1 # START OF COMMANDS HISTORY
2 history
3 gsh check
4 ~/Castle/Stall
5 ~/Castle/Stall
6 pwd
7 cd ~/Castle/Stall
8 cd ~/Castle/Stall
9 cd ~/Stall
10 ls
11 ls -hl | grep -v boring_obj
12 grep -v "PAID" 4f3893fc62_s_c_r_o_l_l_4f3893fc62da520d
13 gsh check
14 grep -v "PAID" 4f3893fc62_s_c_r_o_l_l_4f3893fc62da520d | wc -l
15 grep -v "PAID" *_s_c_r_o_l_l_* | wc -l
16 gsh check
17 grep -v "PAID" *_s_c_r_o_l_l_* | wc -l
18 gsh check
19 history

~/Stall
[mission 44] $
```

```
File Actions Edit View Help

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

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 45] $ history
1 # START OF COMMANDS HISTORY
2 gsh goal
3 cd ~/Castle/Main_Building/Library/Merlin_s_office/Drawer
4 cd ~/Castle/Main_Building/
5 cd ~/Castle/Main_Building
6 cd ~/Castle/Main_Building
7 cd ~/Castle
8 cd Castle
9 ls
10 cd Main_building/Library/
11 ls
12 cd Merlin_s_office/Drawer/
13 ls
14 cat secret_message
15 ls -hl
16 tr "j-z" "a-i" < secret_message
17 echo {a...z}
18 echo {a..z}
19 tr "a-z" "j-za-p" < secret_message
20 tr "a-z" "j-za-p" < secret_message
21 tr "a-z" "l-za-m" < secret_message
22 tr "a-z" "m-za-n" < secret_message
23 tr "a-z" "n-za-o" < secret_message
24 tr "a-z" "o-za-p" < secret_message
25 gsh check
26 history

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 45] $
```

```
kali Linux 1 [in execution] - Oracle VM VirtualBox
File Actions Edit View Help
it re-appear is: rrrrk
merlin the enchanter
~/Castle/Main_building/Library/Merlin's_office/Drawer
[mission 44] $ gsh check
What's the key that will make Merlin's chest to appear?
rrrrk
Congratulations, mission 44 has been successfully completed!

CONGRATULATIONS!
You have finished all the missions.

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

~/Castle/Main_building/Library/Merlin's_office/Drawer
[mission 45] $ history
1 # START OF COMMANDS HISTORY
2 gsh goal
```

