


## Progetto di fine modulo M2

### TRACCIA:

 **EPICODE**

**Esercizio**  
Traccia e requisiti

**Traccia:**

Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzare con i comandi della shell.

Installazione:

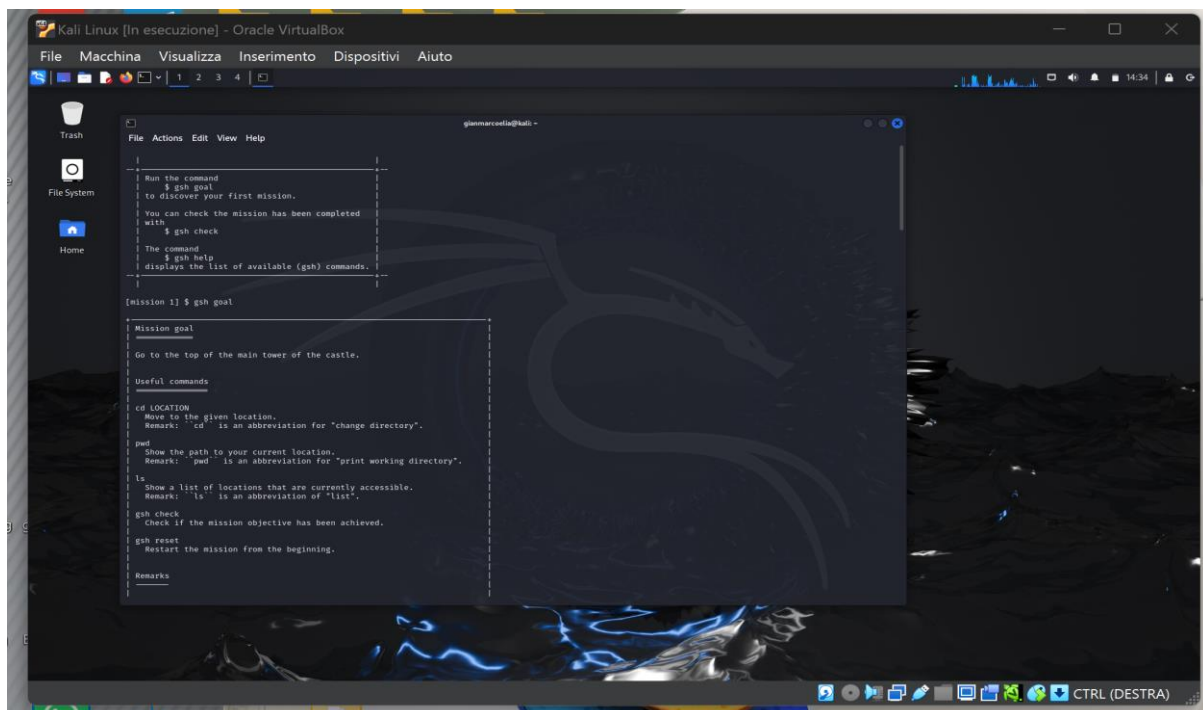
Per installare il gioco GameShell, eseguire in ordine i seguenti comandi, assicurarsi di avere connettività ad Internet prima e di aver eseguito il comando **sudo apt update**

**sudo apt install gettext man-db procps psmisc nano tree bsdmainutils x11-apps wget**

**wget <https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh>**

Una volta eseguiti i comandi, il gioco può essere lanciato con il comando bash **gameshell.sh**

### MISSIONE 1:



```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ ls  
Castle Forest Garden Mountain Stall  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ pwd  
/home/gianmarcoelia/gameshell/World  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ cd  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ cd castle  
bash: cd: castle: No such file or directory  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ cd  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ pwd  
/home/gianmarcoelia/gameshell/World  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ cd Castle  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ cd Main_tower  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ pwd  
/home/gianmarcoelia/gameshell/World/Castle/Main_tower  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ ls  
First_floor  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ cd First_floor  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ pwd  
/home/gianmarcoelia/gameshell/World/Castle/Main_tower/First_floor  
[use 'gsh help' to get a list of available commands]
```

```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ ls  
First_floor  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ cd First_floor  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ pwd  
/home/gianmarcoelia/gameshell/World/Castle/Main_tower/First_floor  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ ls  
Second_floor  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ cd Second_floor  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ ls  
Top_of_the_tower  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ cd Top_of_the_tower  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ pwd  
/home/gianmarcoelia/gameshell/World/Castle/Main_tower/First_floor/Second_flo  
r/Top_of_the_tower  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ ls  
[use 'gsh help' to get a list of available commands]  
[mission 1] $ gsh check  
Congratulations, mission 1 has been successfully completed!  
  
| |  
--+--+  
| Use the command |  
| $ gsh help |  
| to get the list of "gsh" commands. |  
--+--+  
| |
```

MISSIONE 2:

```
gianmarcoelia@kali: ~
File Actions Edit View Help

Mission goal
Go the castle's cellar.

Secondary objective
Understand the difference between "cd -" and "cd ..".

Useful commands
cd -
  Jump back to the location you were in prior to your last move.
cd ..
  Move to the parent directory (one step back along the path to your current location).
pwd
  See the path to your current location.

[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/gianmarcoelia/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd -
/home/gianmarcoelia/gameshell/World/Castle/Main_tower/First_floor/Second_floor

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd ..
/home/gianmarcoelia/gameshell/World/Castle/Main_tower/First_floor

[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/gianmarcoelia/gameshell/World/Castle/Main_tower/First_floor

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd ..
```

```
gianmarcoelia@kali: ~
File Actions Edit View Help

[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/gianmarcoelia/gameshell/World/Castle/Cellar

[use 'gsh help' to get a list of available commands]
[mission 2] $ ls
barrel_of_apples

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd Cellar
bash: cd: Cellar: No such file or directory

[use 'gsh help' to get a list of available commands]
[mission 2] $ ls
barrel_of_apples

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd -
/home/gianmarcoelia/gameshell/World/Castle

[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/gianmarcoelia/gameshell/World/Castle

[use 'gsh help' to get a list of available commands]
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd Cellar

[use 'gsh help' to get a list of available commands]
[mission 2] $ ls
barrel_of_apples

[use 'gsh help' to get a list of available commands]
[mission 2] $ gsh check

Congratulations, mission 2 has been successfully completed!

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

[mission 3] $
```

## MISSIONE 3:



```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
~/Forest/Hut  
[mission 5] $ gsh goal  
  
Mission goal  
  
Go back to the cellar and get rid of all the spiders. Leave the bats alone: they appear on the castle's coat of arms and are said to confer luck.  
  
Useful commands  
  
rm FILE1 FILE2 ... FILEn  
Delete the files (permanently).  
Remark: ``rm`` is an abbreviation for "remove".  
  
~/Forest/Hut  
[mission 5] $ cd Castle  
bash: cd: Castle: No such file or directory  
  
~/Forest/Hut  
[mission 5] $ cd Cellar  
bash: cd: Cellar: No such file or directory  
  
~/Forest/Hut  
[mission 5] $ ls  
Chest  
  
~/Forest/Hut  
[mission 5] $ pwd  
/home/gianmarcoelia/gameshell/World/Forest/Hut  
  
~/Forest/Hut  
[mission 5] $ ls  
Chest  
  
~/Forest/Hut  
[mission 5] $ cd Chest  
  
~/Forest/Hut/Chest
```

```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
~/Forest/Hut/Chest  
[mission 5] $ ls  
  
~/Forest/Hut/Chest  
[mission 5] $ cd ..  
  
~/Forest/Hut  
[mission 5] $ cd ..  
  
~/Forest  
[mission 5] $ cd -  
/home/gianmarcoelia/gameshell/World/Forest/Hut  
  
~/Forest/Hut  
[mission 5] $ cd -  
/home/gianmarcoelia/gameshell/World/Forest  
  
~/Forest  
[mission 5] $ cd -  
/home/gianmarcoelia/gameshell/World/Forest/Hut  
  
~/Forest/Hut  
[mission 5] $ ls  
Chest  
  
~/Forest/Hut  
[mission 5] $ cd ..  
  
~/Forest  
[mission 5] $ cd -  
/home/gianmarcoelia/gameshell/World/Forest/Hut  
  
~/Forest/Hut  
[mission 5] $ cd -  
/home/gianmarcoelia/gameshell/World/Forest  
  
~/Forest  
[mission 5] $ cd -  
/home/gianmarcoelia/gameshell/World/Forest/Hut  
  
~/Forest/Hut  
[mission 5] $ cd ..  
  
~/Forest  
[mission 5] $ pwd  
/home/gianmarcoelia/gameshell/World/Forest  
  
~/Forest  
[mission 5] $ cd ..
```

```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
~  
[mission 5] $ ls  
Castle Forest Garden Mountain Stall  
~  
[mission 5] $ cd Castle  
~/Castle  
[mission 5] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
~  
[mission 5] $ cd Cellar  
~/Castle/Cellar  
[mission 5] $ ls  
barrel_of_apples bat_1 bat_2 spider_1 spider_2 spider_3  
~  
[mission 5] $ rm -r spider_1  
~  
[mission 5] $ rm -r spider_2  
~  
[mission 5] $ rm -r spider_3  
~  
[mission 5] $ ls  
barrel_of_apples bat_1 bat_2  
~  
[mission 5] $ rm -r barrel_of_apples  
~  
[mission 5] $ gsh check  
Congratulations, mission 5 has been successfully completed!
```

## MISSIONE 6:

```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
| | Mission goal | |  
| | | |  
| | Collect all the coins that you can find in the garden in front of the castle, and put them in your chest in your hut in the | |  
| | forest. | |  
| | | |  
| | Useful commands | |  
| | | |  
| | mv FILE1 FILE2 ... FILEn DIRECTORY | |  
| | Move the files to the directory. | |  
| | Remark: "mv" is an abbreviation of "move". | |  
| | | |  
| | The "-" symbol is an abbreviation for the initial directory. | |  
| | Example: wherever you are, "~/Tavern" denotes the directory (or file) "Tavern" in the initial directory. | |  
| | | |  
~/Castle/Cellar  
[mission 6] $ ls  
bat_1 bat_2  
~/Castle/Cellar  
[mission 6] $ cd ..  
~/Castle  
[mission 6] $ pwd  
/home/gianmarcoelia/gameshell/World/Castle  
~/Castle  
[mission 6] $ cd ..  
~  
[mission 6] $ pwd  
/home/gianmarcoelia/gameshell/World  
~  
[mission 6] $ cd ..  
cd ../Garden  
bash: cd: ../Garden: No such file or directory  
You left GameShell's directory structure. Use  
$ cd  
to go back to the GameShell's starting directory.  
/home/gianmarcoelia/gameshell
```



```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
You left GameShell's directory structure. Use  
$ cd  
to go back to the GameShell's starting directory.  
  
/home/gianmarcoelia/gameshell  
[mission 6] $ cd ..  
  
You left GameShell's directory structure. Use  
$ cd  
to go back to the GameShell's starting directory.  
  
/home/gianmarcoelia  
[mission 6] $ cd  
  
~  
[mission 6] $ pwd  
/home/gianmarcoelia/gameshell/World  
  
~  
[mission 6] $ cd  
  
~  
[mission 6] $ pwd  
/home/gianmarcoelia/gameshell/World  
  
~  
[mission 6] $ cd Garden  
  
~/Garden  
[mission 6] $ ls  
Flower_garden Maze Shed coin_1 coin_2 coin_3  
  
~/Garden  
[mission 6] $ mv coin_1 coin_2 coin_3 ~/gameshell/World/Forest/Hut/Chest  
mv: target '/home/gianmarcoelia/gameshell/World/gameshell/World/Forest/Hut/Chest': No such file or directory  
  
~/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!
```

## MISSIONE 7:

```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
bash: cd: /home/gianmarcoelia/gameshell/World/gameshell/World/Forest/Hut: No such file or directory  
Flower_garden Maze Shed  
  
~/Garden  
[mission 7] $ pwd  
/home/gianmarcoelia/gameshell/World/Garden  
  
~/Garden  
[mission 7] $ ls -a  
. .. .15156_coin_1 .36803_coin_3 .58482_coin_2 Flower_garden Maze Shed  
  
~/Garden  
[mission 7] $ cd Hut  
bash: cd: Hut: No such file or directory  
  
~/Garden  
[mission 7] $ cd Chest  
bash: cd: Chest: No such file or directory  
  
~/Garden  
[mission 7] $ ls  
Flower_garden Maze Shed  
  
~/Garden  
[mission 7] $ pwd  
/home/gianmarcoelia/gameshell/World/Garden  
  
~/Garden  
[mission 7] $ ls -a  
. .. .15156_coin_1 .36803_coin_3 .58482_coin_2 Flower_garden Maze Shed  
  
~/Garden  
[mission 7] $ mv .15156_coin_1 .36803_coin_3 .58482_coin_2 ~/Forest/Hut/Chest  
  
~/Garden  
[mission 7] $ gsh check  
  
Congratulations, mission 7 has been successfully completed!  
  
+-----+  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands. |  
+-----+  
  
~/Garden  
[mission 8] $ █
```

## MISSIONE 8:

```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
~  
[mission 8] $ cd ~/gameshell/World  
ls  
bash: cd: /home/gianmarcoelia/gameshell/World/gameshell/World: No such file or directory  
Castle Forest Garden Mountain Stall  
~  
[mission 8] $ cd Castle  
~/Castle  
[mission 8] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
~/Castle  
[mission 8] $ cd Cellar  
~/Castle/Cellar  
[mission 8] $ ls -la  
. 14095_spider_49 1534_bat_5 18928_spider_15 21664_spider_16 26529_spider_7 3014_spider_36 4278_spider_9 9777_spider_40  
.. 14126_spider_45 15498_spider_2 20164_spider_48 22184_bat_4 26870_spider_29 30513_spider_34 5202_spider_35  
11302_spider_1 14412_spider_22 15598_spider_4 20281_spider_38 22768_spider_10 27176_spider_39 31311_spider_41 5860_spider_8  
11469_bat_2 14907_spider_31 15644_spider_25 20301_spider_12 237_spider_32 27413_bat_3 31483_spider_27 6204_spider_23  
11988_spider_13 15105_bat_1 16090_spider_42 20543_spider_33 23971_spider_17 28599_spider_3 31669_spider_44 6719_spider_18  
12537_spider_26 15120_spider_47 17708_spider_28 21262_spider_46 25464_spider_37 28669_spider_20 31704_spider_5 8118_spider_19  
13190_spider_6 15348_spider_50 18502_spider_30 21579_spider_24 26488_spider_43 28748_spider_21 363_spider_14 9658_spider_11  
~/Castle/Cellar  
[mission 8] $ rm *_spider_*  
~/Castle/Cellar  
[mission 8] $ ls  
11469_bat_2 15105_bat_1 1534_bat_5 22184_bat_4 27413_bat_3  
~/Castle/Cellar  
[mission 8] $ gsh check  
Congratulations, mission 8 has been successfully completed!  
+-----+  
| Use the command |  
| $ gsh help |  
| to get the list of "gsh" commands. |  
+-----+  
~/Castle/Cellar  
[mission 9] $
```

## MISSIONE 9:

```
gianmarcoelia@kali: ~  
File Actions Edit View Help  
~/Castle/Cellar  
[mission 9] $ pwd  
/home/gianmarcoelia/gameshell/World/Castle/Cellar  
~/Castle/Cellar  
[mission 9] $ ls -la  
. 10324_spider_11 12030_spider_33 15188_spider_46 19556_spider_22 24160_spider_28 26612_spider_10 31133_bat_4 3879_spider_40 15105_bat_1  
. 10618_spider_49 12258_spider_17 15395_spider_35 21074_spider_1 24557_bat_5 28699_spider_18 31233_spider_26 4125_bat_1 1534_bat_5  
. 10668_spider_44 12511_spider_25 15535_spider_7 21253_spider_50 25718_spider_41 28813_spider_21 31388_spider_8 5281_spider_15 22184_bat_4  
. 11089_spider_31 12949_spider_45 17632_spider_34 214_spider_4 2579_spider_9 292_spider_13 31732_spider_12 7914_spider_2 27413_bat_3  
. 11221_spider_14 13464_spider_16 18141_spider_20 21665_spider_38 26099_spider_5 29827_spider_36 32172_spider_19 8898_spider_29  
. 11680_spider_27 14413_spider_30 1832_spider_47 22384_spider_42 26161_spider_37 30102_bat_3 3374_spider_24 9349_spider_43  
. 12025_spider_23 14560_spider_32 18831_spider_6 22406_spider_3 26600_spider_48 30991_spider_39 3546_bat_2 11469_bat_2  
~/Castle/Cellar  
[mission 9] $ rm -v *_spider_*  
removed '.10324_spider_11'  
removed '.10618_spider_49'  
removed '.10668_spider_44'  
removed '.11089_spider_31'  
removed '.11221_spider_14'  
removed '.11680_spider_27'  
removed '.12025_spider_23'  
removed '.12030_spider_33'  
removed '.12258_spider_17'  
removed '.12511_spider_25'  
removed '.12949_spider_45'  
removed '.13464_spider_16'  
removed '.14413_spider_30'  
removed '.14560_spider_32'  
removed '.15188_spider_46'  
removed '.15395_spider_35'  
removed '.15535_spider_7'  
removed '.17632_spider_34'  
removed '.18141_spider_20'  
removed '.1832_spider_47'  
removed '.18831_spider_6'  
removed '.19556_spider_22'  
removed '.21074_spider_1'  
removed '.21253_spider_50'  
removed '.214_spider_4'  
removed '.21665_spider_38'  
removed '.22384_spider_42'  
removed '.22406_spider_3'  
removed '.24160_spider_28'  
removed '.25718_spider_41'  
removed '.2579_spider_9'  
removed '.26099_spider_5'  
removed '.26161_spider_37'  
removed '.26600_spider_48'
```



```
gianmarcoelia@kali: ~
File Actions Edit View Help
removed '.31233_spider_26'
removed '.31388_spider_8'
removed '.31732_spider_12'
removed '.32172_spider_19'
removed '.3374_spider_24'
removed '.3879_spider_40'
removed '.5281_spider_15'
removed '.7914_spider_2'
removed '.8898_spider_29'
removed '.9349_spider_43'

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

Congratulations, mission 9 has been successfully completed!

      Congratulations !
      From now on, the ``ls`` command will automatically show a "/" character at the end of directories.

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

~/Castle/Cellar
[mission 10] $
```

## MISSIONE 10:

```
~/Castle/Cellar
[mission 10] $ pwd
/home/gianmarcoelia/gameshell/World/Castle/Cellar

~/Castle/Cellar
[mission 10] $ cd ..

~/Castle
[mission 10] $ pwd
/home/gianmarcoelia/gameshell/World/Castle

~/Castle
[mission 10] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/

~/Castle
[mission 10] $ cd Great_hall

~/Castle/Great_hall
[mission 10] $ ls
12128_suit_of_armour 402_decorative_shield 43311_stag_head standard_1 standard_2 standard_3 standard_4

~/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!
```

## MISSIONE 11:



```
File Actions Edit View Help
| use the command |
| $ gsh help |
| to get the list of "gsh" commands. |

~/Castle/Main_tower/First_Floor
[mission 13] $ cat 1904

January February March
Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa
1 2 3 4 5 6 7 1 2 3 4 1 2 3
8 9 10 11 12 13 14 5 6 7 8 9 10 11 4 5 6 7 8 9
15 16 17 18 19 20 21 12 13 14 15 16 17 18 11 12 13 14 15 16 17
22 23 24 25 26 27 28 19 20 21 22 23 24 25 18 19 20 21 22 23 24
29 30 31 26 27 28 29 25 26 27 28 29 30 31

April May June
Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa
1 2 3 4 5 6 7 1 2 3 4 1 2 3 4
8 9 10 11 12 13 14 6 7 8 9 10 11 12 5 6 7 8 9
15 16 17 18 19 20 21 13 14 15 16 17 18 19 14 15 16 17 18 19
22 23 24 25 26 27 28 20 21 22 23 24 25 26 17 18 19 20 21 22 23
29 30 27 28 29 30 31 24 25 26 27 28 29 30

July August September
Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa
1 2 3 4 5 6 7 1 2 3 4 1 2 3 4
8 9 10 11 12 13 14 5 6 7 8 9 10 11 2 3 4 5 6 7 8
15 16 17 18 19 20 21 12 13 14 15 16 17 18 9 10 11 12 13 14 15
22 23 24 25 26 27 28 19 20 21 22 23 24 25 16 17 18 19 20 21 22
29 30 31 26 27 28 29 30 31 23 24 25 26 27 28 29 30

October November December
Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa
1 2 3 4 5 6 7 1 2 3 4 1 2 3 4
8 9 10 11 12 13 14 5 6 7 8 9 10 2 3 4 5 6 7 8
15 16 17 18 19 20 21 12 13 14 15 16 17 18 11 12 13 14 15
22 23 24 25 26 27 28 19 20 21 22 23 24 18 17 18 19 20 21 22
29 30 31 26 27 28 29 30 31 25 26 27 28 29 30 31

~/Castle/Main_tower/First_Floor
[mission 13] $ gsh check
What was the day of the week for the 07-21-1917?
0 - Monday
1 - Tuesday
2 - Wednesday
3 - Thursday
4 - Friday
5 - Saturday
6 - Sunday
Your answer: 5
Congratulations, mission 13 has been successfully completed!

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

~/Castle/Main_tower/First_Floor
[mission 14] $
```

## MISSIONE 14:

```
File Actions Edit View Help
| to get the list of "gsh" commands. |

~/Castle/Main_tower/First_Floor
[mission 14] $ gsh goal

Mission goal
Checking for hidden files is taking too long!
Create an alias "la" to run the command "ls -A" in order to list all files, including hidden ones, with only 2 letters.
Define the synonym
la
for the command
ls -A
and check that it works as expected.
How fortunate, there is a nice rock hidden just where you are.

Useful commands
alias STRING='COMMAND'
Create a synonym for a string, that will stand for a command.

~/Castle/Main_tower/First_Floor
[mission 14] $ alias la='ls -A'
~/Castle/Main_tower/First_Floor
[mission 14] $ la
.nice_rock Second_Floor chest file_list.txt painting_HMWa0St6 painting_KdsDEvXl painting_oCQjMXZI

~/Castle/Main_tower/First_Floor
[mission 14] $ gsh check
Congratulations, mission 14 has been successfully completed!

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

~/Castle/Main_tower/First_Floor
[mission 15] $
```

## MISSIONE 15:

```
File Actions Edit View Help
|
| "nano" is a command-line text editor. You can use it whenever you need to edit a file from the shell.
|
| Useful commands
|
|-----
| nano FILE
|   Edit the file from the shell.
|   (If one file does not exist, it will be created.)
|
| Keyboarding are listed at the bottom of the screen (the "" symbol means "Control"). The most important ones are:
| Control+q quit
| Control+w save
| Control+_ search for a string
|
| Remark: do not use Control-s or Control-z!
|
|-----
|
| [mission 15] $ pwd
| /home/glamorcelia/gameshell/world
|
| [mission 15] $ ls
| Castle/ Forest/ Garden/ Mountain/ Stall/
|
| [mission 15] $ cd Forest
|
| ~/Forest
| [mission 15] $ ls
| hut/
|
| ~/Forest
| [mission 15] $ cd Hut
|
| ~/Forest/Hut
| [mission 15] $ cd Chest
|
| ~/Forest/Hut/Chest
| [mission 15] $ ls
| 0857_tapestry_00 15180_tapestry_38 28195_tapestry_86 28699_tapestry_88 28827_tapestry_88 32748_tapestry_88 37145_tapestry_82 5885_tapestry_85 53118_tapestry_83 62452_tapestry_87 coin_1 coin_2 coin_3 painting_acdXXXX standard_1 standard_2 standard_3 standard_4
|
| ~/Forest/Hut/Chest
| [mission 15] $ nano journal.txt
|
| ~/Forest/Hut/Chest
| [mission 15] $ gsh check
|
| Congratulations, mission 15 has been successfully completed!
|
|-----
|
| | Use the command
| | $ gsh help
| | to get the list of "gsh" commands.
| |
```

## MISSIONE 16:

[illegible]

## MISSIONE 17:

```
File Actions Edit View Help
good, but you took 21 seconds. You needed to take less than 20 seconds ...
sorry, mission 17 hasn't been completed.
You are back in the cellar.

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

~/Castle/Cellar
[mission 17] $ ls
24557_hat_3  30180_hat_3  31133_hat_4  3546_hat_2  4125_hat_1  .Lair_of_the_spider_queen_bar57FAMRjWj0Ju VktNCfgmRfbaiv/ 11469_hat_2  15105_hat_1  1534_hat_5  22184_hat_4  27433_hat_3

~/Castle/Cellar
[mission 17] $ cd .Lair
cd.Lair: command not found

~/Castle/Cellar
[mission 17] $ gsh reset

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

~/Castle/Cellar
[mission 17] $ ls
24557_hat_3  30180_hat_3  31133_hat_4  3546_hat_2  4125_hat_1  .Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv/ 11469_hat_2  15105_hat_1  1534_hat_5  22184_hat_4  27433_hat_3

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv/

~/Castle/Cellar/Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv
[mission 17] $ ls
e8b060a0c8m034_spider_queen_tXW02MearKLn0F 15MhG0wPaf50TqT_baby_hat_cwGfzhq0U1aXv

~/Castle/Cellar/Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv
[mission 17] $ mv e8b060a0c8m034_spider_queen_tXW02MearKLn0F

~/Castle/Cellar/Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv
[mission 17] $ gsh check
Perfect, it took you only 18 seconds to complete this mission!
Congratulations, mission 17 has been successfully completed!

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

~/Castle/Cellar/Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv
[mission 18] $
```

## MISSIONE 18:

```
File Actions Edit View Help
|-----|
| eyes |
| Open a window with 2 eyes that track your mouse. |
|-----|
| COMMAND e |
| Run the command in the background. |
|-----|
| Control-c (also written ^c) |
| Pressing Control and c at the same times interrupts the current command by sending the INT ("Interrupt") signal to the process. |
|-----|

|-----|
| This mission is optional. You can skip it and go to the next one with the |
| command |
| $ gsh skip |
|-----|

~/Castle/Cellar/Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv
[mission 18] $ eyes
^C

~/Castle/Cellar/Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv
[mission 18] $ eyes $
Unknown argument(s):

usage: eyes [-display [(host)]:[ws]]
           [-geometry [(width)][x]([height)][x]([xoff)][x]([yoff)])]
           [-bg (color)] [-fg (color)] [-c (color)] [-w (pixel)]
           [-shape l *shape] [-outline (color)] [-center (color)]
           [-backing (backing-store)] [-distance]
           [-subtly|ly|accurate]
           [-render l *render]
           [-present l *present]
eyes -help
eyes -version

~/Castle/Cellar/Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv
[mission 18] $ eyes e
[1] 166935

~/Castle/Cellar/Lair_of_the_spider_queen_Rr5rzhNKJZqvva VktNCfgmRfbaiv
[mission 18] $ gsh check

Congratulations, mission 18 has been successfully completed!

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

## MISSIONE 19:







preferito mostrare il mio livello attuale. Per mio conto proverò ogni giorno ad arrivare all'ultimo livello.

Ho il mio nome utente "gianmarcoelia@kali" perfettamente visibile, quindi non mi sembra necessario allegare la history, anche perchè ho deciso di allegare anche le slide dove ho commesso errori.

Ho dato il massimo e sinceramente sono rammaricato ad essermi fermato al livello 19. Sono sicuro che al prossimo progetto andrà nettamente meglio.

Gianmarco Elia