

S3 L5

Svolgimento Progetto

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Consegna

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

[...]

Cercate di completare quanti più livelli possibili. In soluzione troverete la risoluzione fino al livello 10.

Svolgimento

Ho concluso il gioco, a seguire gli screenshot dell'ultimo livello.

```
~/Castle/Cellar
[mission 42] $ ls
1072_bat_4  23618_bat_2  37213_snowflake  4495_bat_5  48596_snowflake  57730_snowflake  5898_snowflake  8973_snowflake
18402_bat_3  26847_bat_1  37844_snowflake  468_snowflake  51892_snowflake  58137_snowflake  60720_snowflake  barrel_of_apples
```

```
~/Castle/Cellar
[mission 42] $ cd ./
```

```
~/Castle/Cellar
[mission 42] $ gsh check
What's the key that will make Merlin's chest to appear?
lpap
```

Congratulations, mission 42 has been successfully completed!



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

```
~/Castle/Cellar
```

```
CONGRATULATIONS!  
  
You have finished all the missions.
```

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

```
~/Castle/Cellar  
[mission 43] $ gsh goal
```

```
Congratulations!  
  
You have finished all the missions.  
  
You can now quit GameShell, or go back to some old missions.  
  
Use ``gsh HELP`` to get a list of all GameShell commands.  
The commands ``gsh index`` and ``gsh goto N`` are particularly interesting.  
  
Note: the admin password has been changed to 'qwerty'.  
  
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```

```
~/Castle/Cellar  
[mission 43] $
```