

GAMESHELL

Primo step è installare il gioco tramite i comandi forniti: **sudo apt update** e **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 installati tutti i pacchetti necessari, avviare il gioco con il comando **./gameshell.sh**.

Per ogni livello sarà possibile visualizzare la missione digitando **gsh goal**, al termine di ognuno, verificarne lo stato con **gsh check** e con **gsh reset** si resetta la missione.

Tra i primi comandi utili del gioco ritroviamo **cd**, per raggiungere una directory, **pwd**, per vedere in che directory ci troviamo, e **ls** per sapere quali sono le directory presenti.

Di seguito qualche esempio dei livelli completati:

```
~/Forest/Hut/Chest  
[mission 7] $ gsh goal
```

Mission goal

Collect all the coins hidden in the garden in front of the castle, and put them in your chest (in your hut in the forest).

Secondary objective

Learn how to use the "Tab" key to go faster.

Useful commands

ls -A

List all the files of the current directory, including hidden files. (A file is "hidden" when its name starts with a dot.)

Tab

The tabulation key "completes" the name of a file or directory once you have typed the beginning of its name. This only works if there is only one possible completion.

Tab-Tab

Pressing tabulation twice successively shows a list of possible completions.

```
~/Garden
[mission 7] $ mv .
./ ../.38558_coin_2 .38934_coin_3 .46560_coin_1

~/Garden
[mission 7] $ mv .38
.38558_coin_2 .38934_coin_3

~/Garden
[mission 7] $ mv .38558_coin_2 .38934_coin_3 .46560_coin_1 ~/Forest/Hut/Chest


~/Garden
[mission 7] $ gsh check

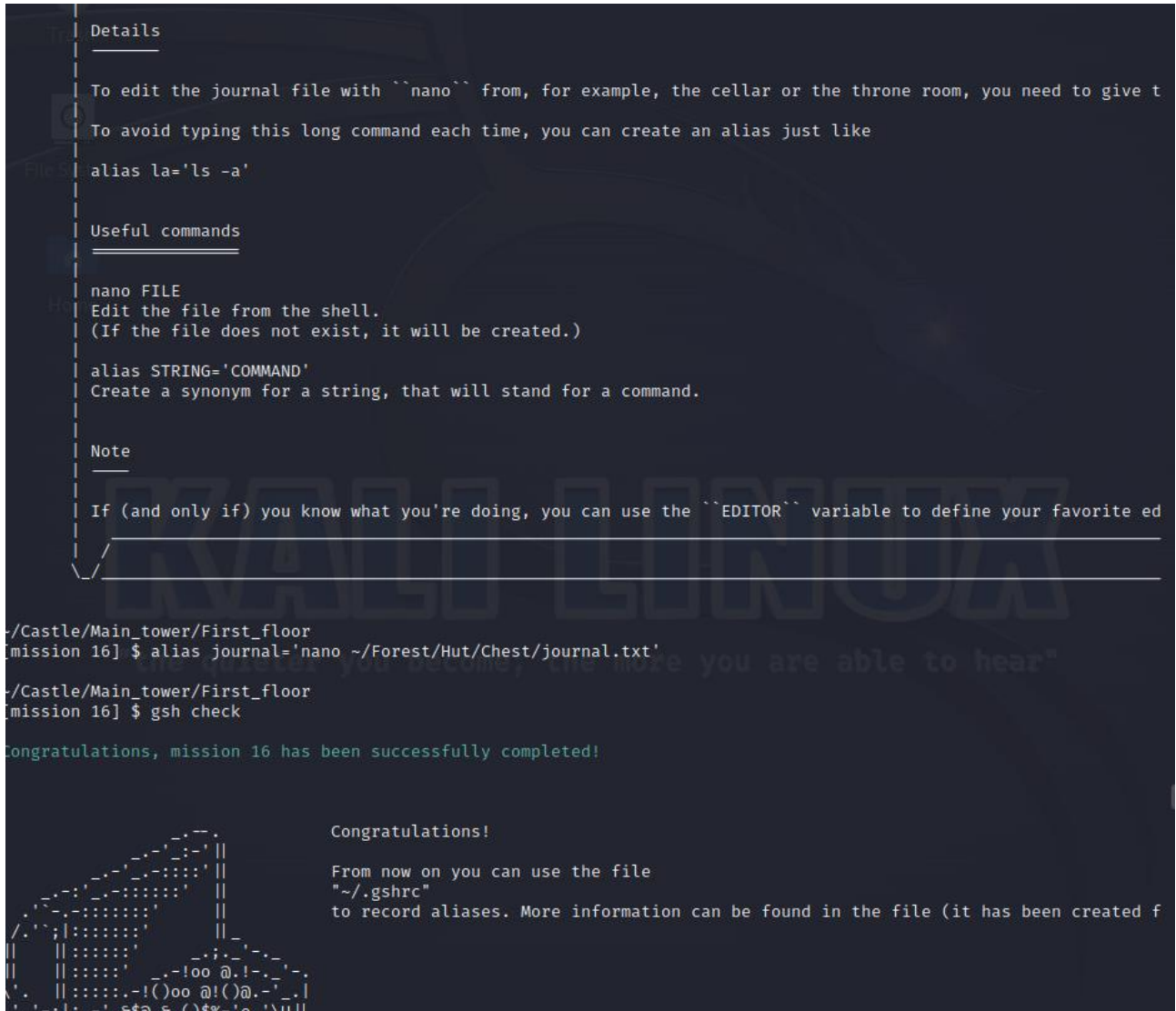
Congratulations, mission 7 has been successfully completed!
```

```
kali@kali: ~
File Actions Edit View Help
/home/kali/gameshell.2/World/Castle/Great_hall

~/Castle/Great_hall
[mission 11] $ ls -hl
total 68K
-rw-r--r-- 1 kali kali 1.2K Feb 15 12:33 11548_tapestry_07
-rw-r--r-- 1 kali kali 574 Feb 15 12:33 16860_tapestry_05
-rw-r--r-- 1 kali kali 229 Feb 15 12:33 20094_stag_head
-rw-r--r-- 1 kali kali 1.2K Feb 15 12:33 21373_tapestry_03
-rw-r--r-- 1 kali kali 786 Feb 15 12:33 21686_tapestry_04
-rw-r--r-- 1 kali kali 3.8K Feb 15 12:33 2190_tapestry_02
-rw-r--r-- 1 kali kali 417 Feb 15 12:33 36558_decorative_shield
-rw-r--r-- 1 kali kali 1.2K Feb 15 12:33 43349_tapestry_08
-rw-r--r-- 1 kali kali 1.3K Feb 15 12:33 43403_tapestry_10
-rw-r--r-- 1 kali kali 1.1K Feb 15 12:33 43574_suit_of_armour
-rw-r--r-- 1 kali kali 1.3K Feb 15 12:33 48569_tapestry_09
-rw-r--r-- 1 kali kali 1.2K Feb 15 12:33 53088_tapestry_06
-rw-r--r-- 1 kali kali 573 Feb 15 12:33 53995_tapestry_01
-rw-r--r-- 1 kali kali 47 Feb 15 12:21 standard_1
-rw-r--r-- 1 kali kali 47 Feb 15 12:21 standard_2
-rw-r--r-- 1 kali kali 47 Feb 15 12:21 standard_3
-rw-r--r-- 1 kali kali 46 Feb 15 12:21 standard_4

~/Castle/Great_hall
[mission 11] $ cp -v *tapestry.* ~/Forest/Hut/Chest/
'11548_tapestry_07' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/11548_tapestry_07'
'16860_tapestry_05' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/16860_tapestry_05'
'21373_tapestry_03' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/21373_tapestry_03'
'21686_tapestry_04' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/21686_tapestry_04'
'2190_tapestry_02' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/2190_tapestry_02'
'43349_tapestry_08' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/43349_tapestry_08'
'43403_tapestry_10' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/43403_tapestry_10'
'48569_tapestry_09' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/48569_tapestry_09'
'53088_tapestry_06' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/53088_tapestry_06'
'53995_tapestry_01' -> '/home/kali/gameshell.2/World/Forest/Hut/Chest/53995_tapestry_01'
```

```
kali@kali: ~  
File Actions Edit View Help  
~/Castle/Great_hall  
[mission 11] $ cat 11548_tapestry_07  
4b43c66a4f75a198e2afea082e5660f6e766397d@50882  
  
~/Castle/Great_hall  
[mission 11] $ gsh check  
Congratulations, mission 11 has been successfully completed!
```



Altri comandi che ritroviamo nel gioco sono:

- *cp* - copia file e directory
- *mv* - muove o rinomina file e directory
- *rm* - elimina file e directory

Si tratta di un gioco da terminale che con varie missioni crea un ambiente fantasy in cui tramite una storia bisogna spostare file, crearli, chiudere processi e così via lanciando dei comandi.