

Progetto Settimana 3 – S2L5 - Luca Danelli

Nel progetto di oggi siamo andati ad installare un gioco utilizzabile tramite shell su Kali Linux. Per avanzare nei livelli è necessario eseguire i comandi corretti da terminale. Con il comando **gsh check** possiamo controllare se l'obiettivo proposto è stato raggiunto. Di seguito gli screenshot dei livelli superati:

Missione 1: raggiungere la cartella /Top_of_the_tower

```
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd Castle/
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 1] $ cd Main_tower/
[mission 1] $ ls
First_floor
[mission 1] $ cd First_floor/
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_floor/
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower/
[mission 1] $ ls
[mission 1] $ gsh check

Congratulations, mission 1 has been successfully completed!
```

Missione 2: raggiungere /Cellar

```
[mission 2] $ cd -
/home/luca/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ ls
Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ ls
Second_floor
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar/
[mission 2] $ ls
barrel_of_apples
[mission 2] $ gsh check

Congratulations, mission 2 has been successfully completed!
```

Missione 3: raggiungere la /Throne_room utilizzando solo due comandi

```
[mission 3] $ cd
[mission 3] $ ls
Castle Forest Garden Mountain Stall
[mission 3] $ cd Castle/
[mission 3] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 3] $ cd Great_hall/
[mission 3] $ ls
[mission 3] $ cd .
[mission 3] $ ls
[mission 3] $ cd ..
[mission 3] $ cd Main_building/
[mission 3] $ ls
Library Throne_room
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!
```

Missione 4: Creare la cartella /Hut e la sottocartella /Chest all'interno della cartella /Forest

```
~/Castle/Main_building/Throne_room
[mission 4] $ cd

~
[mission 4] $ ls
Castle Forest Garden Mountain Stall

~
[mission 4] $ cd Forest/

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ cd Hut/

~/Forest/Hut
[mission 4] $ mkdir Chest

~/Forest/Hut
[mission 4] $ gsh check

Congratulations, mission 4 has been successfully completed!
```

Missione 5: eliminare i file spider dalla cartella /Cellar

```
~
[mission 5] $ cd Castle/

~/Castle
[mission 5] $ ls
Cellar Great_hall Main_building Main_tower Observatory

~/Castle
[mission 5] $ cd Cellar/

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

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

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

Congratulations, mission 5 has been successfully completed!
```

Missione 6: Spostare i file coin all'interno della cartella /Chest creata in precedenza

```
~/Garden
[mission 6] $ ls
Flower_garden Maze Shed coin_1 coin_2 coin_3

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

~/Garden
[mission 6] $ cd ../Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 6] $ ls
coin_1 coin_2 coin_3

~/Forest/Hut/Chest
[mission 6] $ gsh check

Congratulations, mission 6 has been successfully completed!
```

Missione 7: individuare i file coin nascosti (ho usato l'opzione -A di ls) e spostarli all'interno della cartella /Chest

```
~/Garden
[mission 7] $ ls -A
.17936_coin_2 .28107_coin_3 .47743_coin_1 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .17936_coin_2 .28107_coin_3 .47743_coin_1 ../Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

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

Missione 8: Rimuovere tutti i file spider con un unico comando dalla cartella /Cellar. Ho usato come argomento del comando rm ***spider***, in questo modo vengono rimossi tutti i file che contengono la parola spider al loro interno, senza contare i caratteri iniziali e finali

```
~/Castle/Cellar
[mission 8] $ ls -A
10308_bat_5 12331_spider_17 14541_spider_42 15802_spider_9 17550_spider_14 19285
10378_spider_1 12482_spider_29 14673_spider_27 16583_bat_2 18268_spider_45 19758
1188_spider_48 13714_spider_39 15031_spider_37 17176_spider_10 18492_bat_3 20545
12040_spider_32 13798_spider_6 15379_spider_34 17516_spider_4 18690_spider_49 20788

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

~/Castle/Cellar
[mission 8] $ ls
10308_bat_5 16583_bat_2 18492_bat_3 22102_bat_4 3067_bat_1 barrel_of_apples

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

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

Missione 9: Simile alla missione 8 ma in questo caso si tratta di file nascosti. Dopo averli individuati con `ls -A` ho usato `rm .*spider*`, in questo caso è necessario aggiungere il “.” all'inizio dell'argomento per specificare che vogliamo operare sui file nascosti

```
[mission 9] $ ls -A
.10630_spider_20 .14433_spider_5 .17791_spider_14 .21255_spider_40 .25295_spider_24
.12384_spider_23 .14589_spider_29 .17914_spider_1 .22030_spider_35 .26350_spider_21
.12623_spider_6 .15568_spider_17 .1801_spider_4 .23120_spider_22 .26530_bat_3
.12755_spider_12 .16888_bat_1 .19286_spider_2 .23619_spider_28 .26563_spider_34
.13261_spider_45 .17458_spider_42 .19944_spider_33 .24631_spider_26 .26665_spider_50

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

~/Castle/Cellar
[mission 9] $ ls -A
.16888_bat_1 .26530_bat_3 .27142_bat_4 .31553_bat_5 .8619_bat_2 10308_bat_5 16583_ba

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

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

Missione 10: Copiare tutti i file `standard_` dalla cartella `/Castle/Great_hall`. Ho usato il comando `cp standard* ../../Forest/Hut/Chest`, `standard*` per specificare di includere tutti i file che iniziano per “standard” e successivamente il path di destinazione. Con “..”, come visto negli screen precedenti, posso salire di un livello nell'alberatura del file system

```
~/Castle/Great_hall
[mission 10] $ ls
28097_stag_head 41175_decorative_shield 41219_suit_of_armour standard_1 standard_2 standard_3 standard_4

~/Castle/Great_hall
[mission 10] $ cp standard* ../../Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ cd ../../Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 10] $ ls
coin_1 coin_2 coin_3 standard_1 standard_2 standard_3 standard_4

~/Forest/Hut/Chest
[mission 10] $ gsh check

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