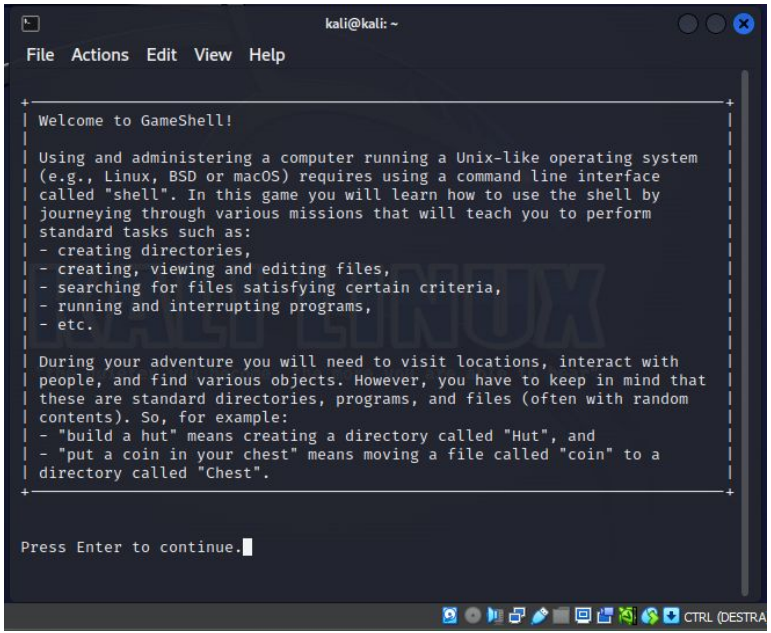
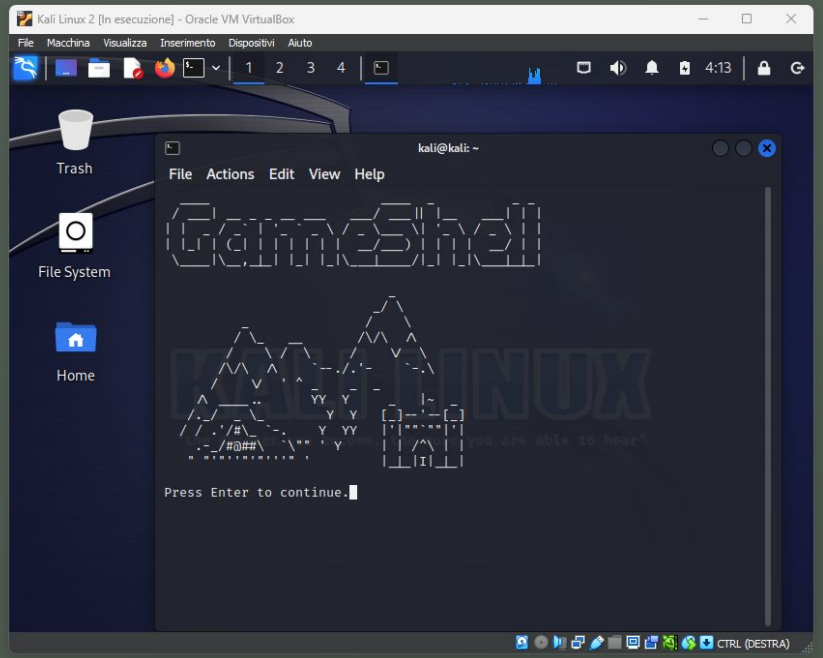
Progetto - Modulo 2

Maurizio Cavazzoni

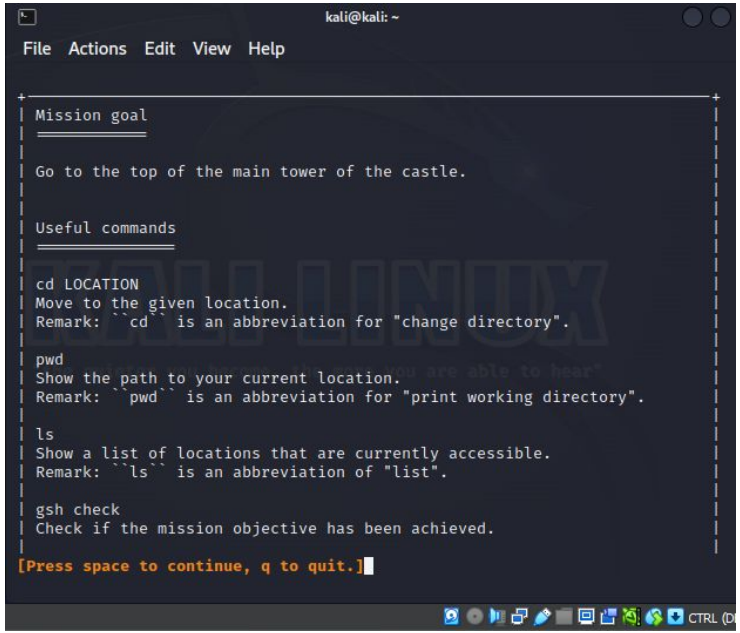
GameShell

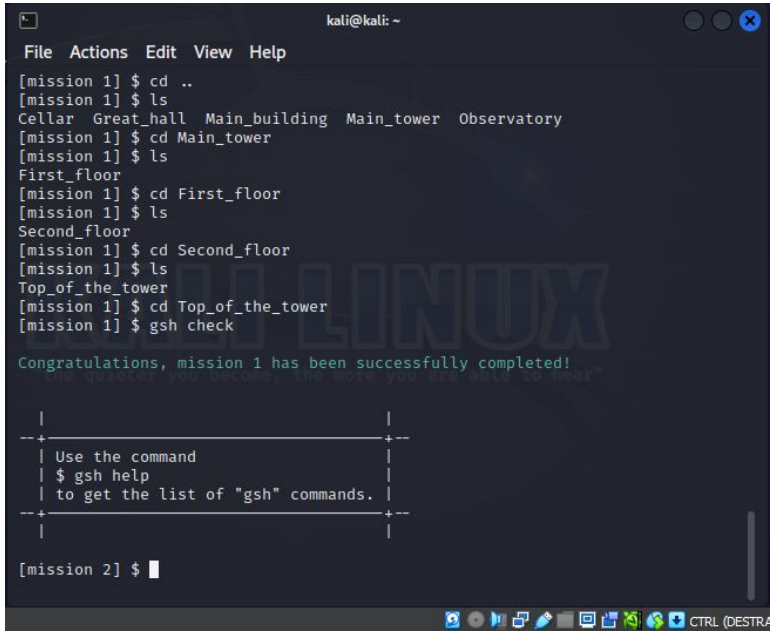

kali@kali: ~
File Actions Edit View Help
Welcome to GameShell!
Using and administering a computer running a Unix-like operating system (e.g., Linux, BSD or macOS) requires using a command line interface called "shell". In this game you will learn how to use the shell by journeying through various missions that will teach you to perform standard tasks such as:
- creating directories,
- creating, viewing and editing files,
- searching for files satisfying certain criteria,
- running and interrupting programs,
- etc.
During your adventure you will need to visit locations, interact with people, and find various objects. However, you have to keep in mind that these are standard directories, programs, and files (often with random contents). So, for example:
- "build a hut" means creating a directory called "Hut", and
- "put a coin in your chest" means moving a file called "coin" to a directory called "Chest".
Press Enter to continue.
CTRL (DESTRA

Pronto per iniziare il gioco!

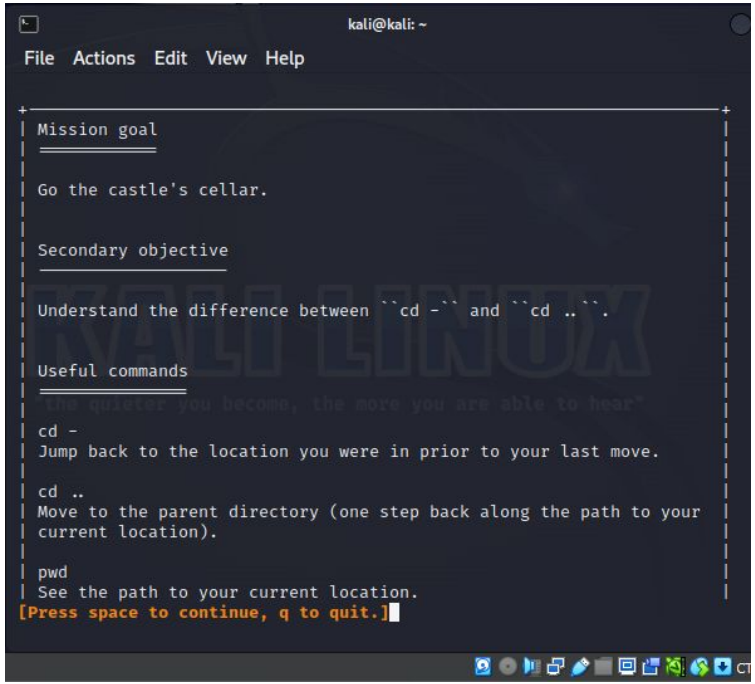


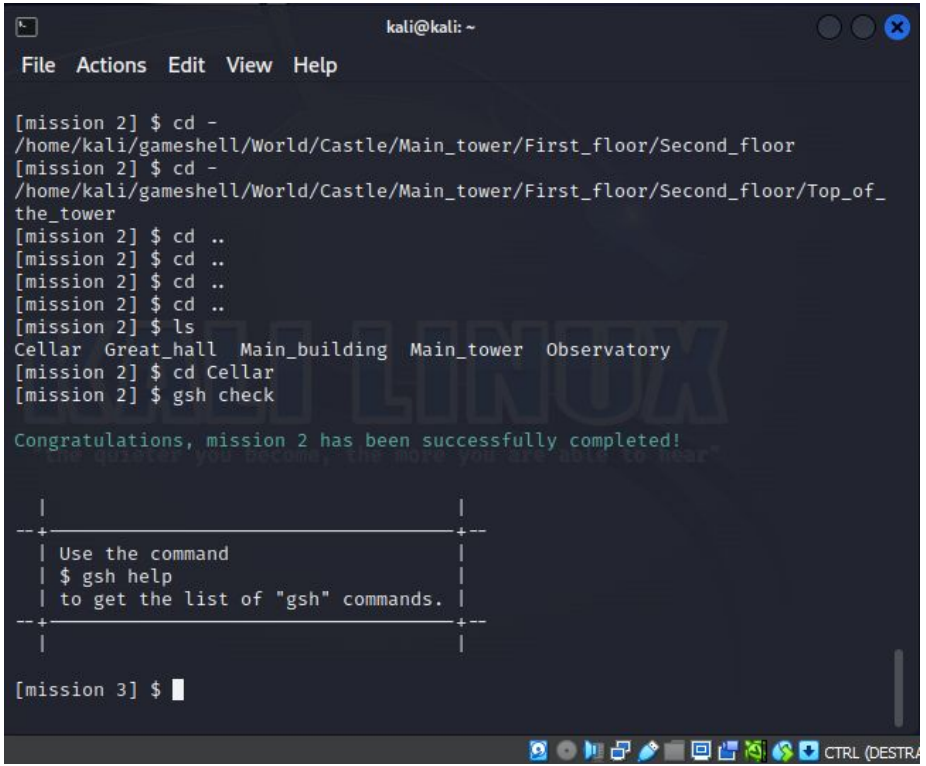
Missione 1


kali@kali: ~
File Actions Edit View Help
Mission goal
Go to the top of the main tower of the castle.
Useful commands
cd LOCATION
Move to the given location.
Remark: ``cd`` is an abbreviation for "change directory".
pwd
Show the path to your current location.
Remark: ``pwd`` is an abbreviation for "print working directory".
ls
Show a list of locations that are currently accessible.
Remark: ``ls`` is an abbreviation of "list".
gsh check
Check if the mission objective has been achieved.
[Press space to continue, q to quit.]

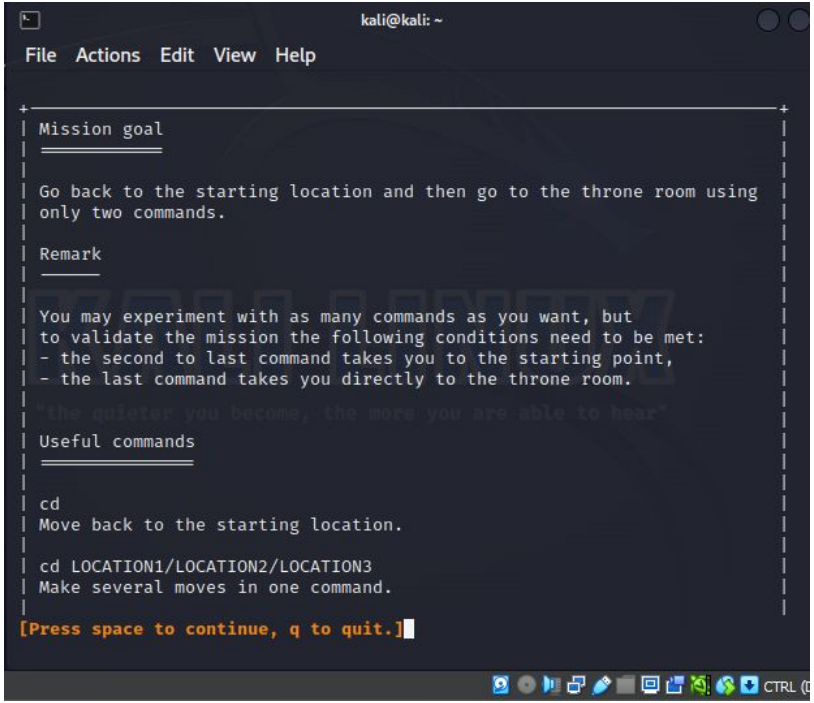

kali@kali: ~
File Actions Edit View Help
[mission 1] $ cd ..
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 1] $ cd Main_tower
[mission 1] $ ls
First_floor
[mission 1] $ cd First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ gsh check
Congratulations, mission 1 has been successfully completed!
Use the command
$ gsh help
to get the list of "gsh" commands.
[mission 2] $

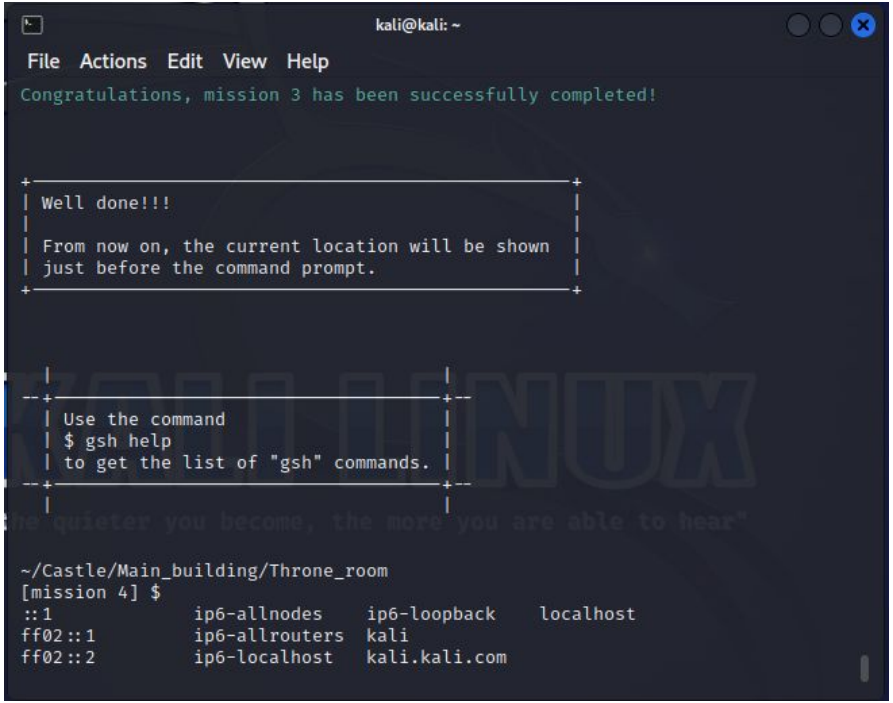
Missione 2


kali@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.
[Press space to continue, q to quit.]

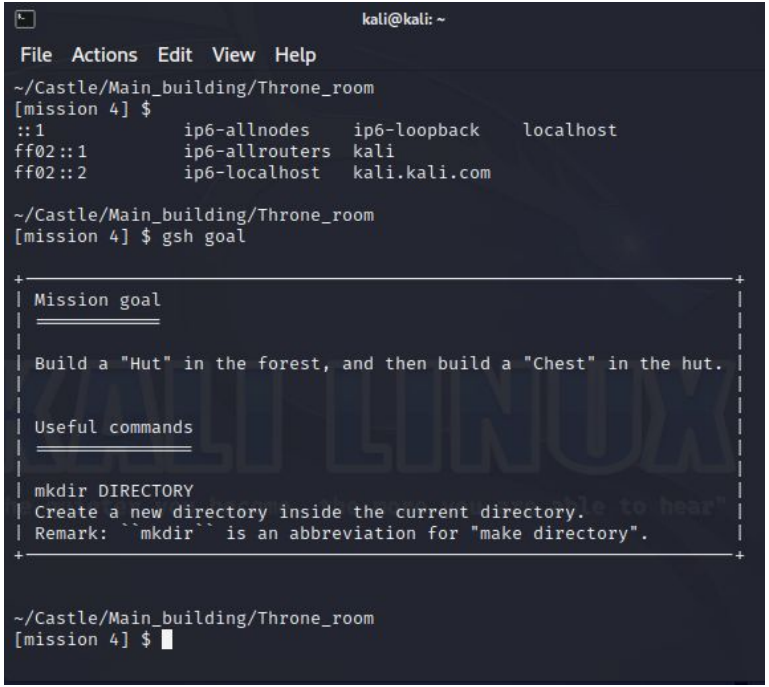

kali@kali: ~
File Actions Edit View Help
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[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] $

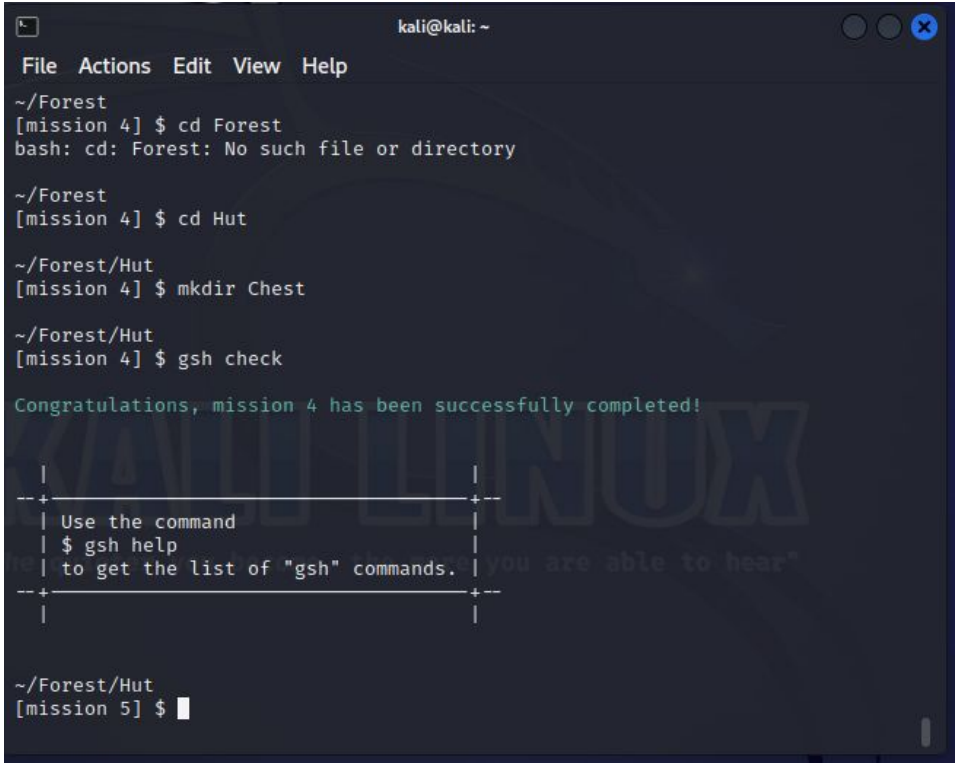
Missione 3


kali@kali: ~
File Actions Edit View Help
Mission goal
Go back to the starting location and then go to the throne room using only two commands.
Remark
You may experiment with as many commands as you want, but to validate the mission the following conditions need to be met:
- the second to last command takes you to the starting point,
- the last command takes you directly to the throne room.
Useful commands
cd
Move back to the starting location.
cd LOCATION1/LOCATION2/LOCATION3
Make several moves in one command.
[Press space to continue, q to quit.]

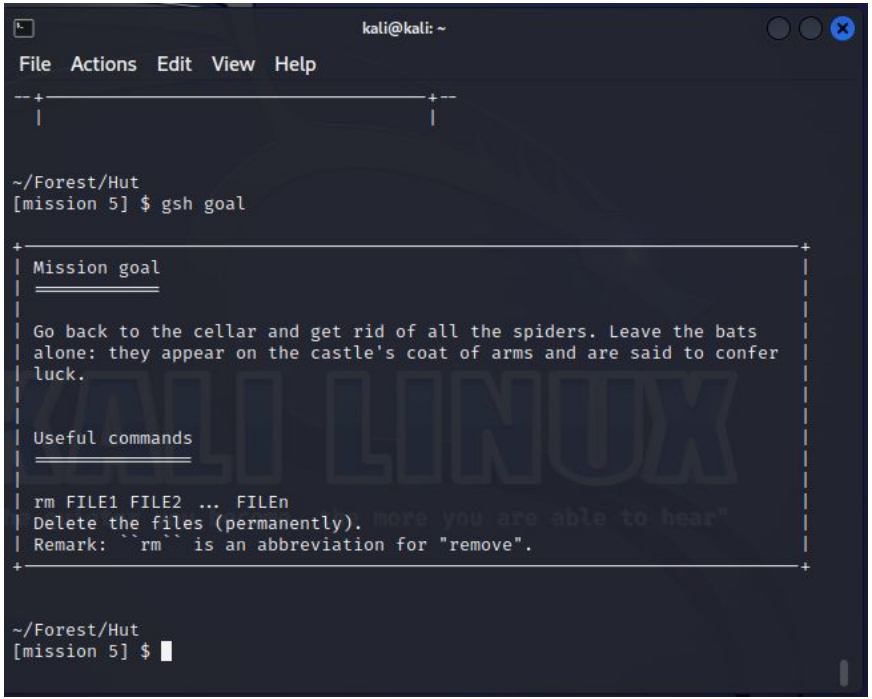

kali@kali: ~
File Actions Edit View Help
Congratulations, mission 3 has been successfully completed!
Well done!!!
From now on, the current location will be shown just before the command prompt.
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Castle/Main_building/Throne_room
[mission 4] $
::1 ip6-allnodes ip6-loopback localhost
ff02::1 ip6-allrouters kali
ff02::2 ip6-localhost kali.kali.com

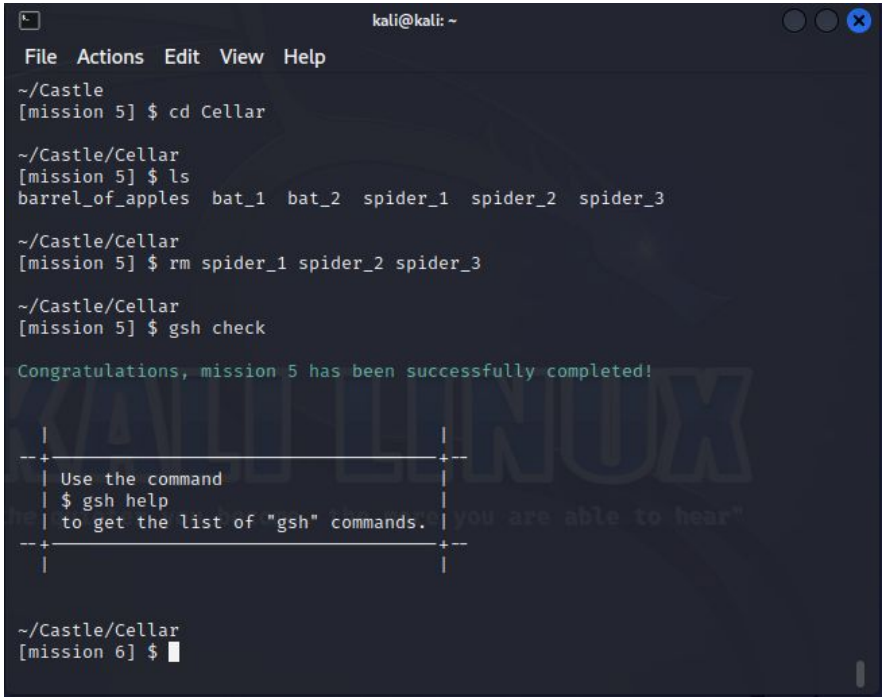
Missione 4


kali@kali: ~
File Actions Edit View Help
~/Castle/Main_building/Throne_room
[mission 4] $
::1 ip6-allnodes ip6-loopback localhost
ff02::1 ip6-allrouters kali
ff02::2 ip6-localhost kali.kali.com
~/Castle/Main_building/Throne_room
[mission 4] $ gsh goal
Mission goal
Build a "Hut" in the forest, and then build a "Chest" in the hut.
Useful commands
mkdir DIRECTORY
Create a new directory inside the current directory.
Remark: ``mkdir`` is an abbreviation for "make directory".
~/Castle/Main_building/Throne_room
[mission 4] $

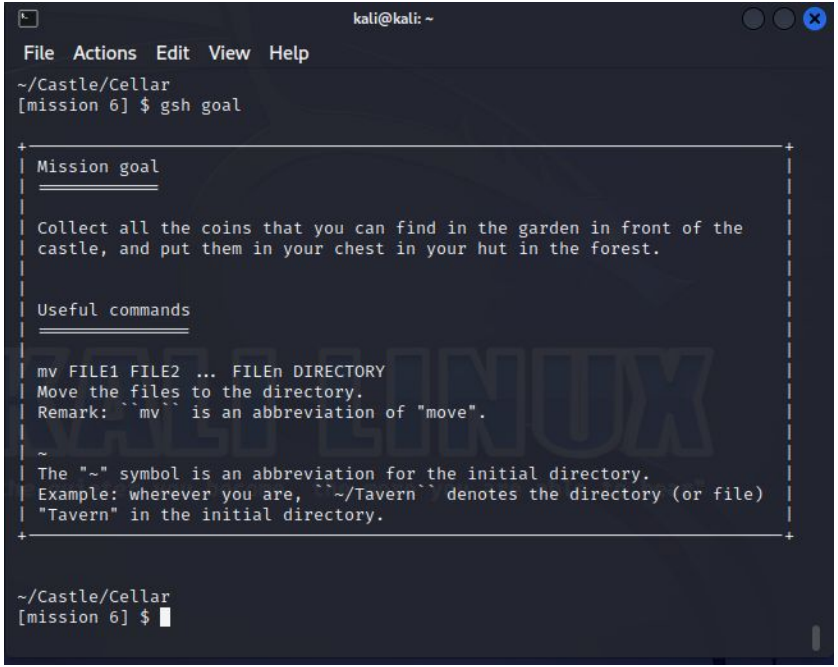

kali@kali: ~
File Actions Edit View Help
~/Forest
[mission 4] $ cd Forest
bash: cd: Forest: No such file or directory
~/Forest
[mission 4] $ cd Hut
~/Forest/Hut
[mission 4] $ mkdir Chest
~/Forest/Hut
[mission 4] $ gsh check
Congratulations, mission 4 has been successfully completed!
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Forest/Hut
[mission 5] $

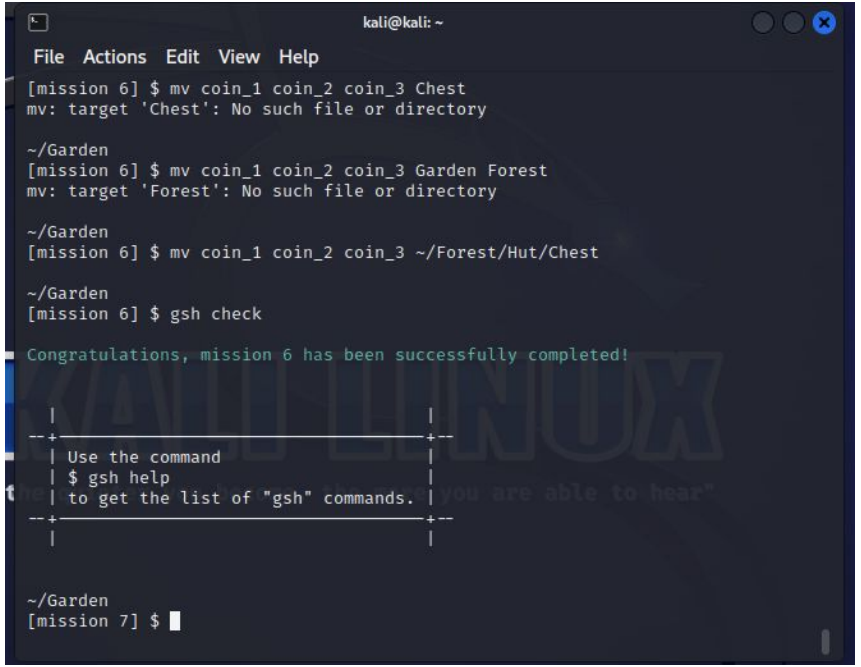
Missione 5


kali@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] $

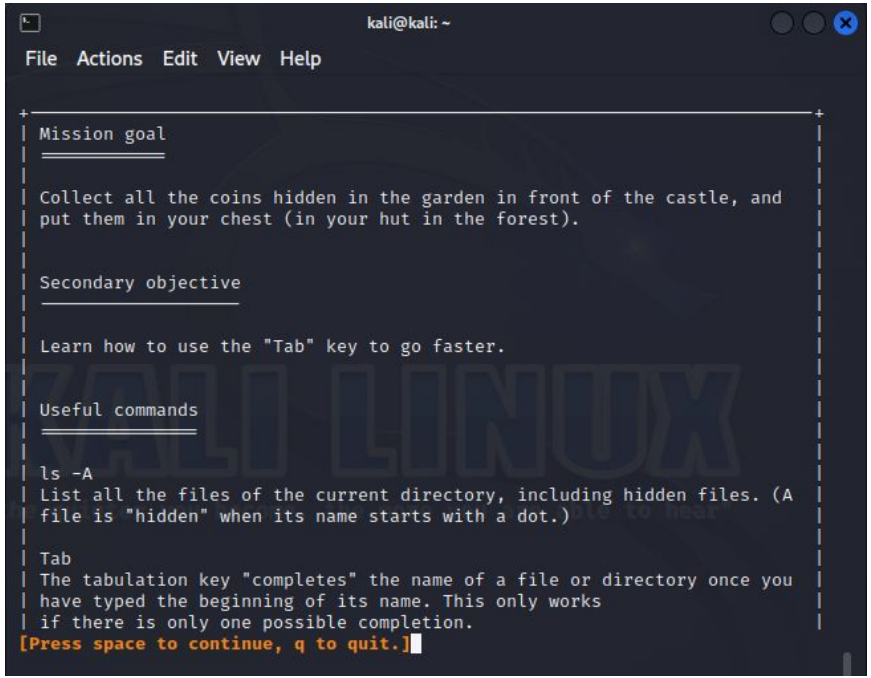

kali@kali: ~
File Actions Edit View Help
~/Castle
[mission 5] $ cd Cellar
~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2 spider_1 spider_2 spider_3
~/Castle/Cellar
[mission 5] $ rm spider_1 spider_2 spider_3
~/Castle/Cellar
[mission 5] $ gsh check
Congratulations, mission 5 has been successfully completed!
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Castle/Cellar
[mission 6] $

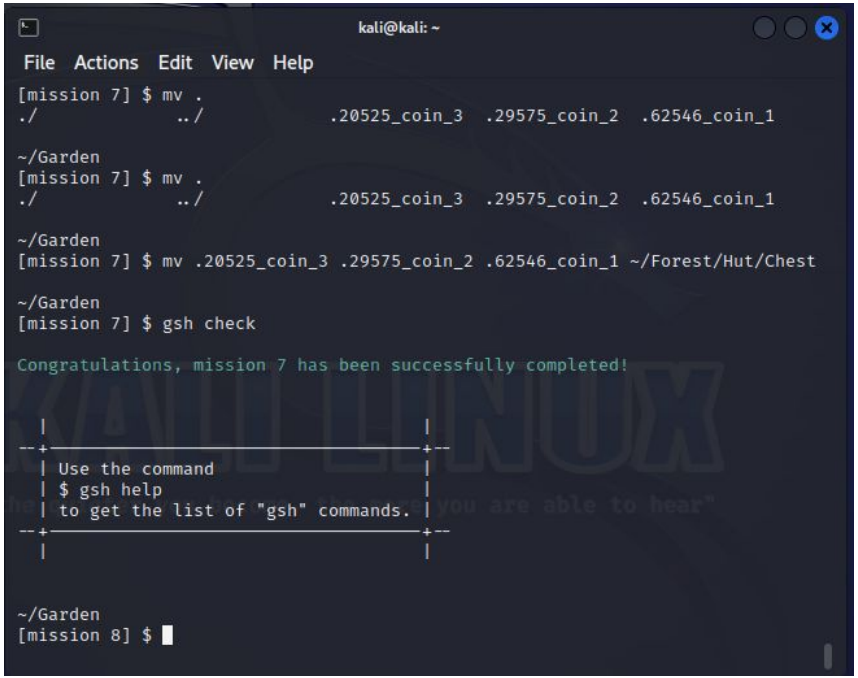
Missione 6


kali@kali: ~
File Actions Edit View Help
~/Castle/Cellar
[mission 6] $ gsh goal
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] $

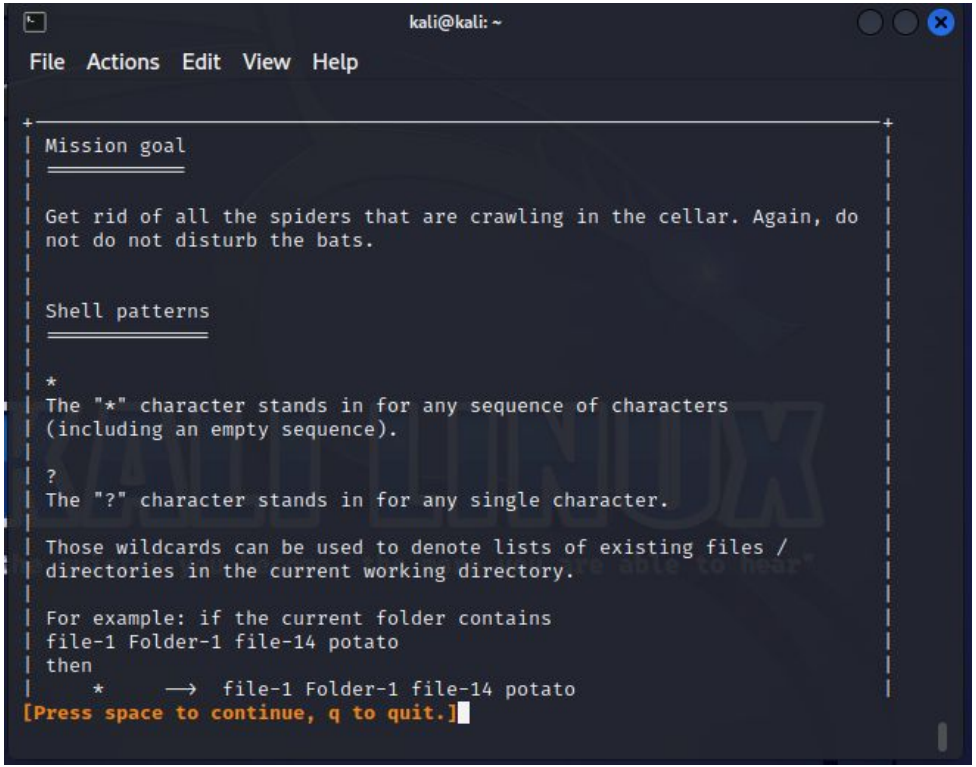

kali@kali: ~
File Actions Edit View Help
[mission 6] $ mv coin_1 coin_2 coin_3 Chest
mv: target 'Chest': No such file or directory
~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 Garden Forest
mv: target 'Forest': No such file or directory
~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Forest/Hut/Chest
~/Garden
[mission 6] $ gsh check
Congratulations, mission 6 has been successfully completed!
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Garden
[mission 7] $

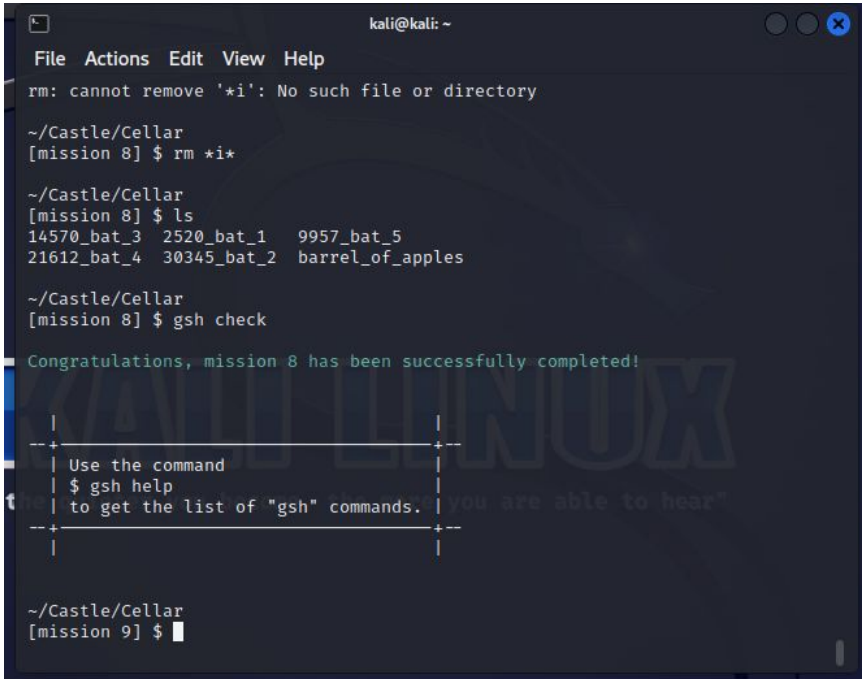
Missione 7


kali@kali: ~
File Actions Edit View Help
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.
[Press space to continue, q to quit.]

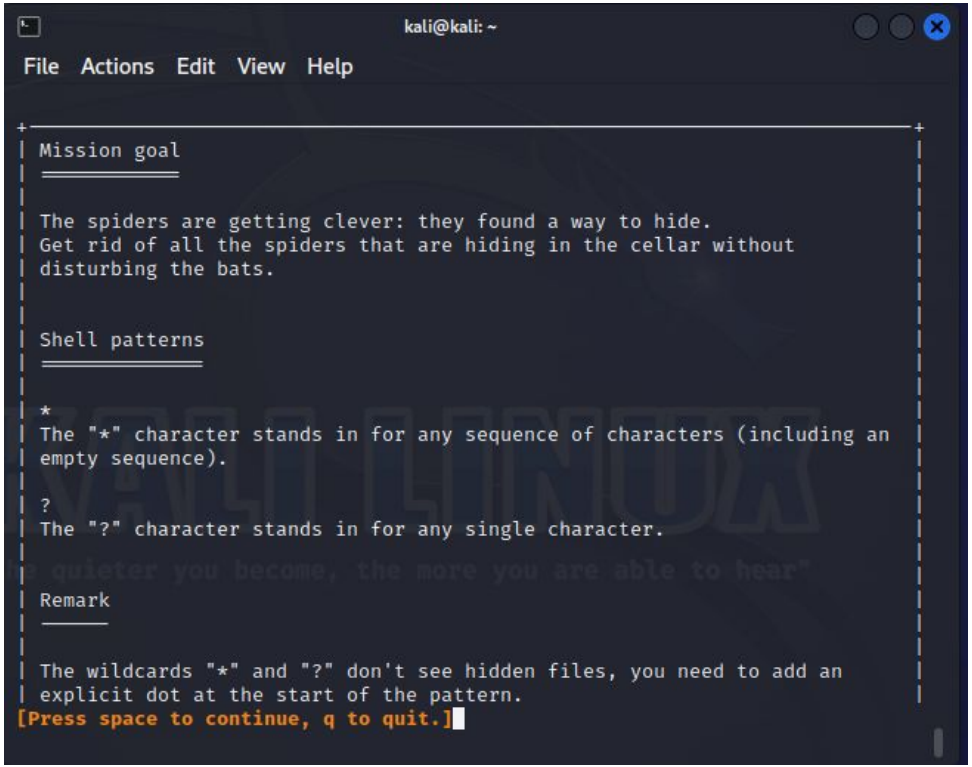

kali@kali: ~
File Actions Edit View Help
[mission 7] $ mv .
./ ../ .20525_coin_3 .29575_coin_2 .62546_coin_1
~/Garden
[mission 7] $ mv .
./ ../ .20525_coin_3 .29575_coin_2 .62546_coin_1
~/Garden
[mission 7] $ mv .20525_coin_3 .29575_coin_2 .62546_coin_1 ~/Forest/Hut/Chest
~/Garden
[mission 7] $ gsh check
Congratulations, mission 7 has been successfully completed!
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Garden
[mission 8] $

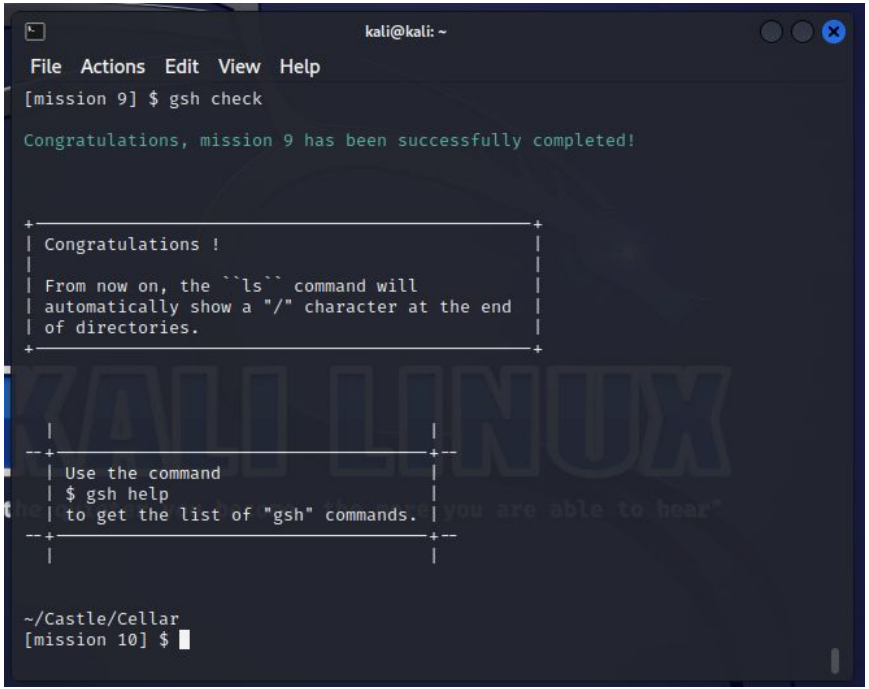
Missione 8


kali@kali: ~
File Actions Edit View Help
Mission goal
Get rid of all the spiders that are crawling in the cellar. Again, do not do not disturb the bats.
Shell patterns
*
The "*" character stands in for any sequence of characters (including an empty sequence).
?
The "?" character stands in for any single character.
Those wildcards can be used to denote lists of existing files / directories in the current working directory.
For example: if the current folder contains
file-1 Folder-1 file-14 potato
then
* ⟶ file-1 Folder-1 file-14 potato
[Press space to continue, q to quit.]

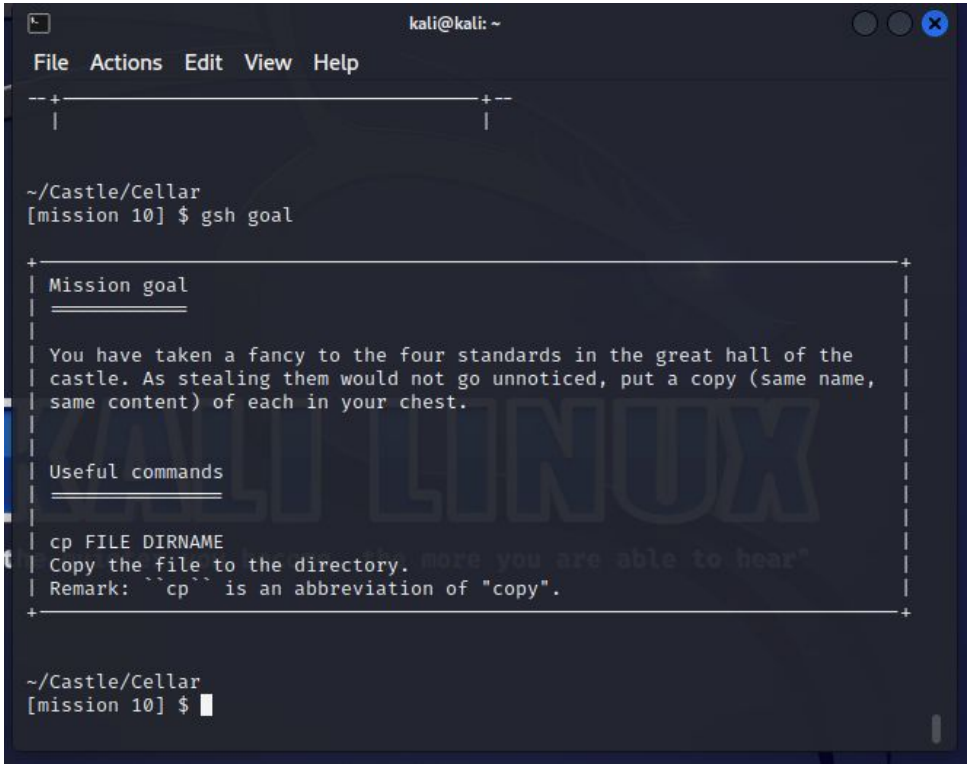

kali@kali: ~
File Actions Edit View Help
rm: cannot remove '*i': No such file or directory
~/Castle/Cellar
[mission 8] $ rm *i*
~/Castle/Cellar
[mission 8] $ ls
14570_bat_3 2520_bat_1 9957_bat_5
21612_bat_4 30345_bat_2 barrel_of_apples
~/Castle/Cellar
[mission 8] $ gsh check
Congratulations, mission 8 has been successfully completed!
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Castle/Cellar
[mission 9] $

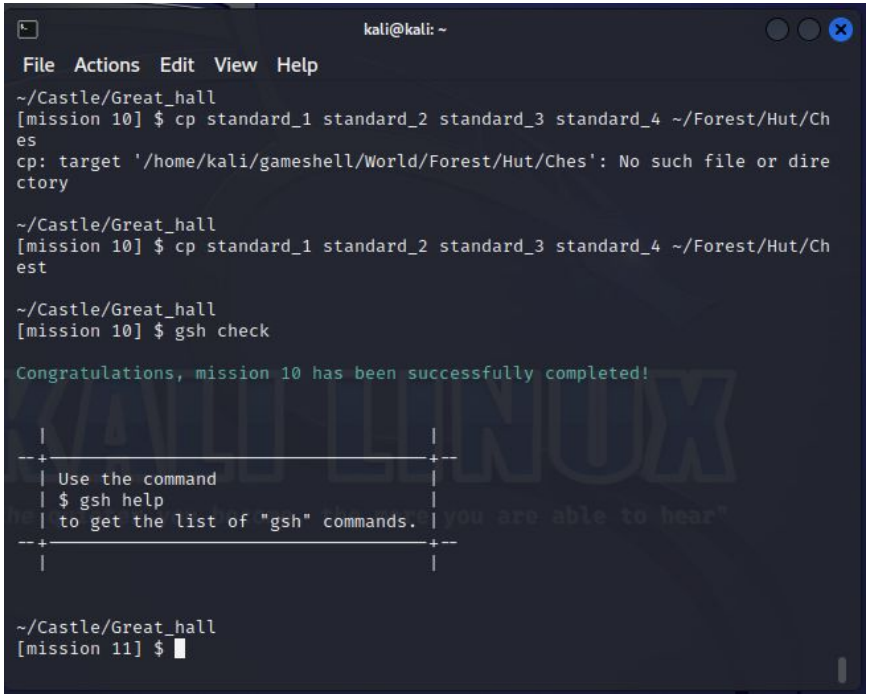
Missione 9


kali@kali: ~
File Actions Edit View Help
Mission goal
The spiders are getting clever: they found a way to hide.
Get rid of all the spiders that are hiding in the cellar without
disturbing the bats.
Shell patterns
*
The "*" character stands in for any sequence of characters (including an
empty sequence).
?
The "?" character stands in for any single character.
Remark
The wildcards "*" and "?" don't see hidden files, you need to add an
explicit dot at the start of the pattern.
[Press space to continue, q to quit.]

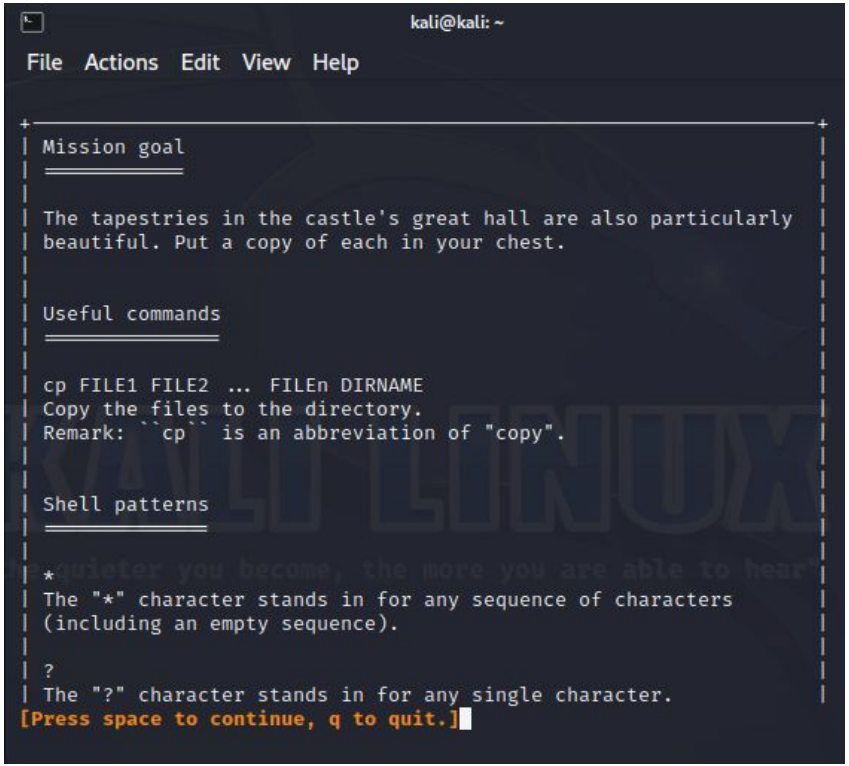

kali@kali: ~
File Actions Edit View Help
[mission 9] $ gsh check
Congratulations, mission 9 has been successfully completed!
Congratulations !
From now on, the ``ls`` command will
automatically show a "/" character at the end
of directories.
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Castle/Cellar
[mission 10] $

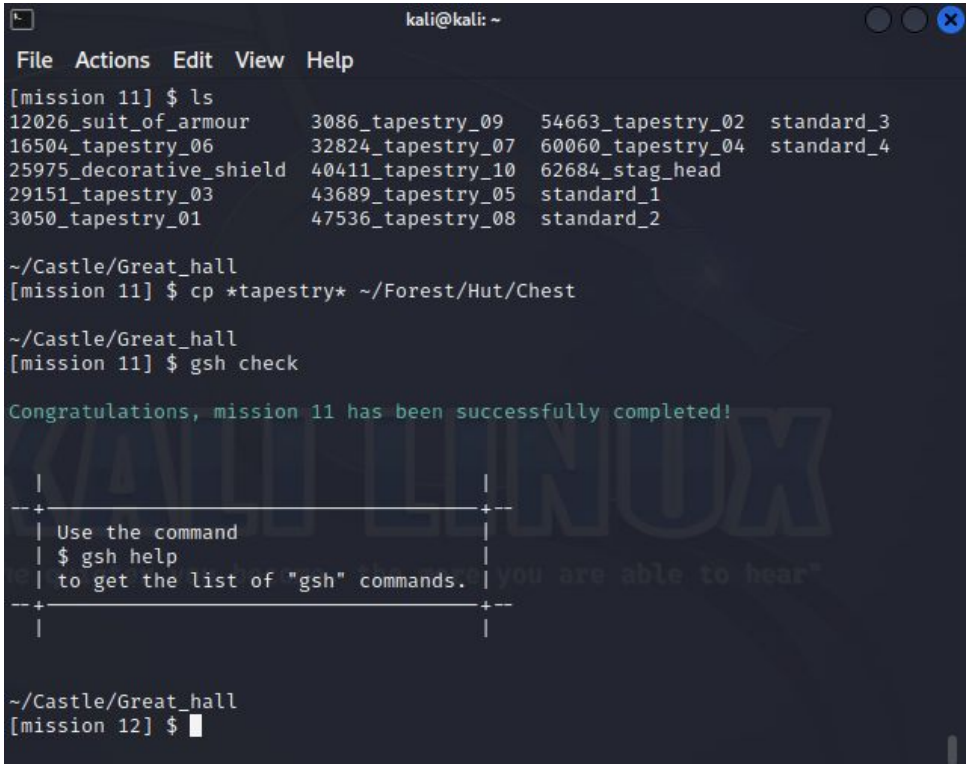
Missione 10


kali@kali: ~
File Actions Edit View Help
~/Castle/Cellar
[mission 10] $ gsh goal
Mission goal
You have taken a fancy to the four standards in the great hall of the castle. As stealing them would not go unnoticed, put a copy (same name, same content) of each in your chest.
Useful commands
cp FILE DIRNAME
Copy the file to the directory.
Remark: ``cp`` is an abbreviation of "copy".
~/Castle/Cellar
[mission 10] $

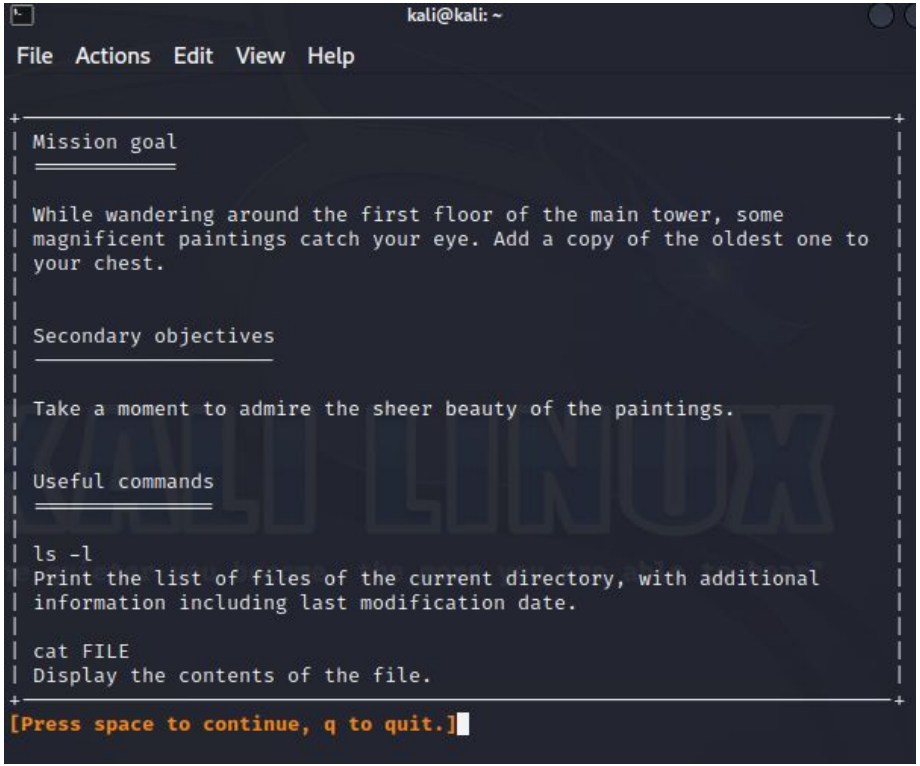

kali@kali: ~
File Actions Edit View Help
~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/Ches
cp: target '/home/kali/gameshell/World/Forest/Hut/Ches': No such file or directory
~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/Chest
~/Castle/Great_hall
[mission 10] $ gsh check
Congratulations, mission 10 has been successfully completed!
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Castle/Great_hall
[mission 11] $

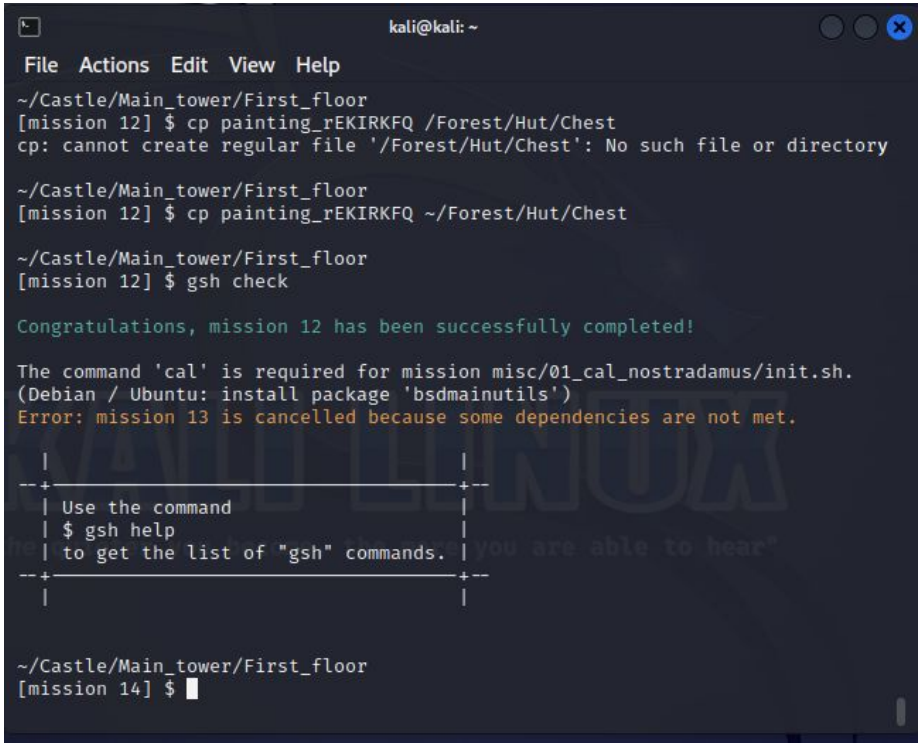
Missione 11


kali@kali: ~
File Actions Edit View Help
Mission goal
The tapestries in the castle's great hall are also particularly beautiful. Put a copy of each in your chest.
Useful commands
cp FILE1 FILE2 ... FILEn DIRNAME
Copy the files to the directory.
Remark: ``cp`` is an abbreviation of "copy".
Shell patterns
*
The "*" character stands in for any sequence of characters (including an empty sequence).
?
The "?" character stands in for any single character.
[Press space to continue, q to quit.]


kali@kali: ~
File Actions Edit View Help
[mission 11] $ ls
12026_suit_of_armour 3086_tapestry_09 54663_tapestry_02 standard_3
16504_tapestry_06 32824_tapestry_07 60060_tapestry_04 standard_4
25975_decorative_shield 40411_tapestry_10 62684_stag_head
29151_tapestry_03 43689_tapestry_05 standard_1
3050_tapestry_01 47536_tapestry_08 standard_2
~/Castle/Great_hall
[mission 11] $ cp *tapestry* ~/Forest/Hut/Chest
~/Castle/Great_hall
[mission 11] $ gsh check
Congratulations, mission 11 has been successfully completed!
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Castle/Great_hall
[mission 12] $

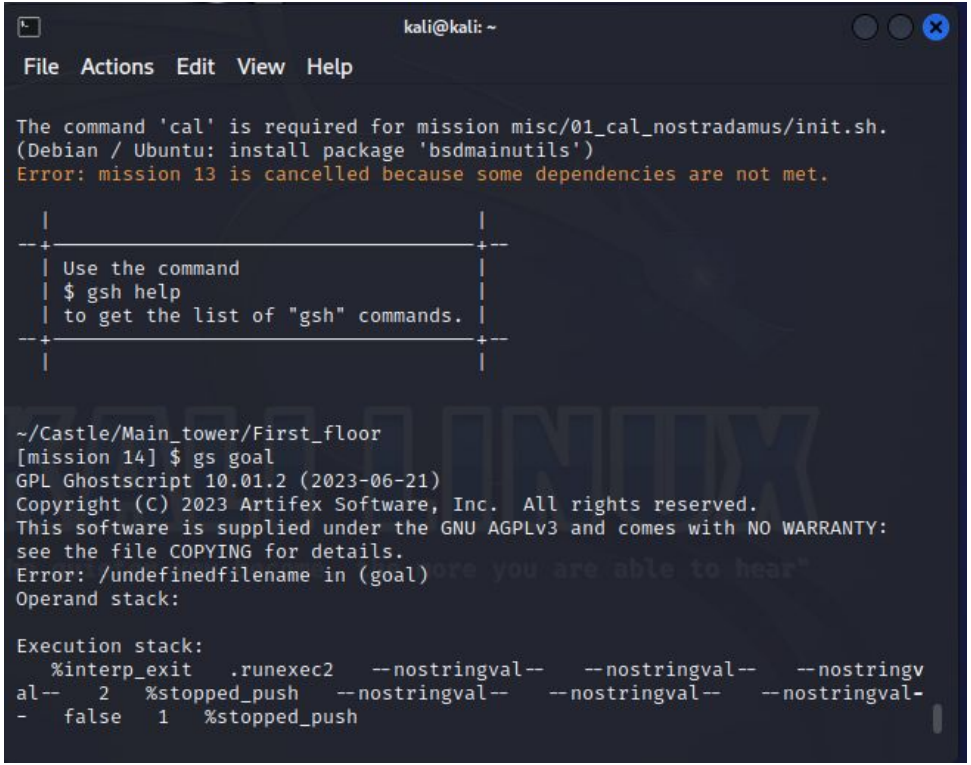
Missione 12


kali@kali: ~
File Actions Edit View Help
Mission goal
While wandering around the first floor of the main tower, some magnificent paintings catch your eye. Add a copy of the oldest one to your chest.
Secondary objectives
Take a moment to admire the sheer beauty of the paintings.
Useful commands
ls -l
Print the list of files of the current directory, with additional information including last modification date.
cat FILE
Display the contents of the file.
[Press space to continue, q to quit.]

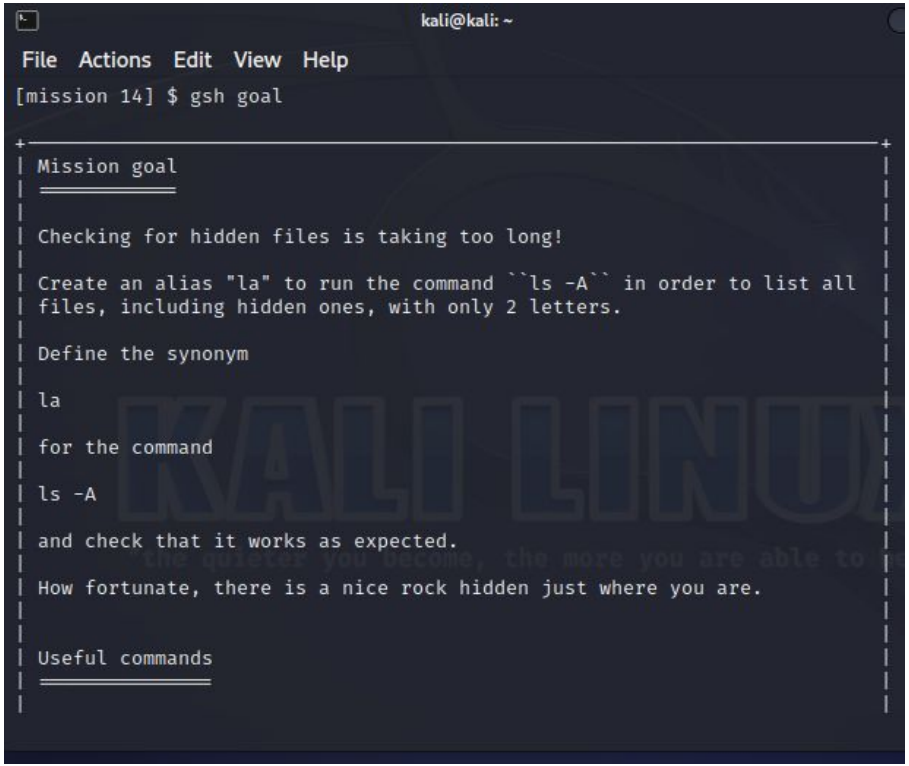

kali@kali: ~
File Actions Edit View Help
~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_rEKIRKFQ /Forest/Hut/Chest
cp: cannot create regular file '/Forest/Hut/Chest': No such file or directory
~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_rEKIRKFQ ~/Forest/Hut/Chest
~/Castle/Main_tower/First_floor
[mission 12] $ gsh check
Congratulations, mission 12 has been successfully completed!
The command 'cal' is required for mission misc/01_cal_nostradamus/init.sh.
(Debian / Ubuntu: install package 'bsdmainutils')
Error: mission 13 is cancelled because some dependencies are not met.
Use the command
$ gsh help
to get the list of "gsh" commands.
~/Castle/Main_tower/First_floor
[mission 14] $

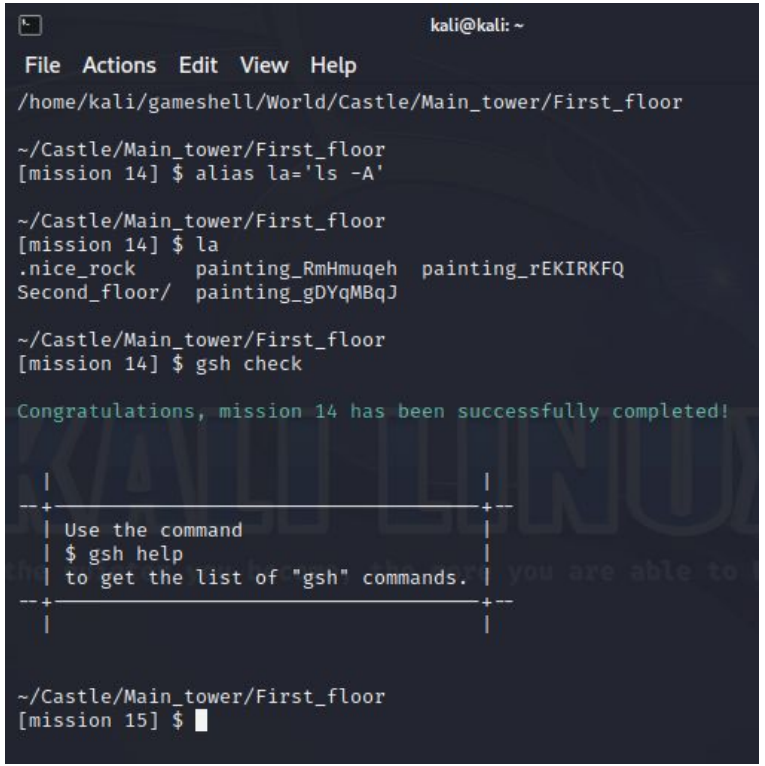
Missione 13

La Missione 13 non era disponibile a causa di un errore

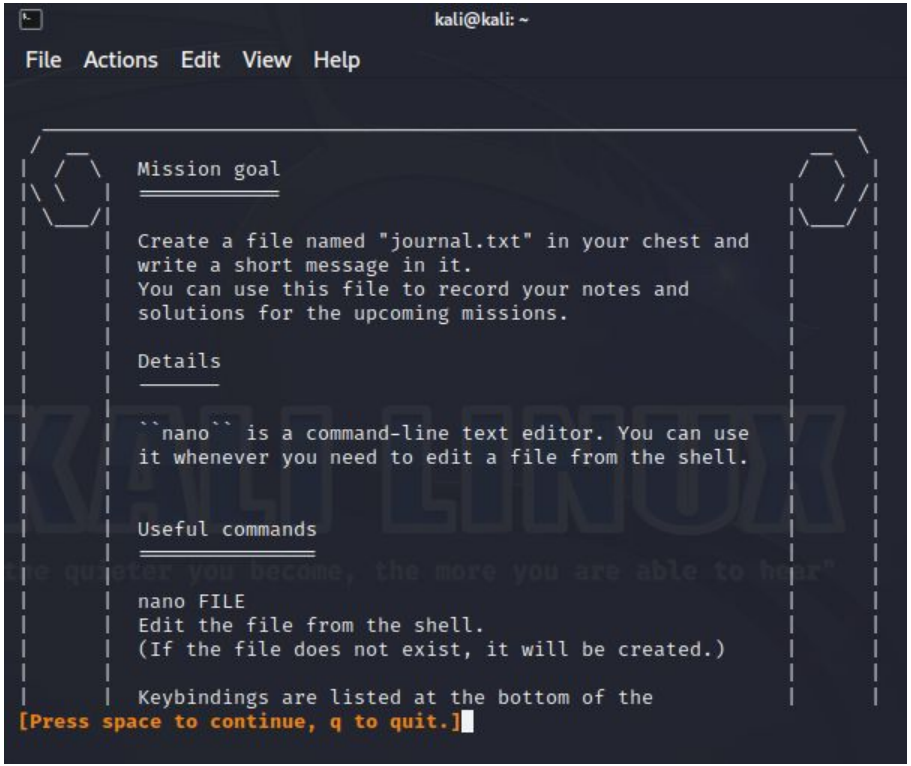


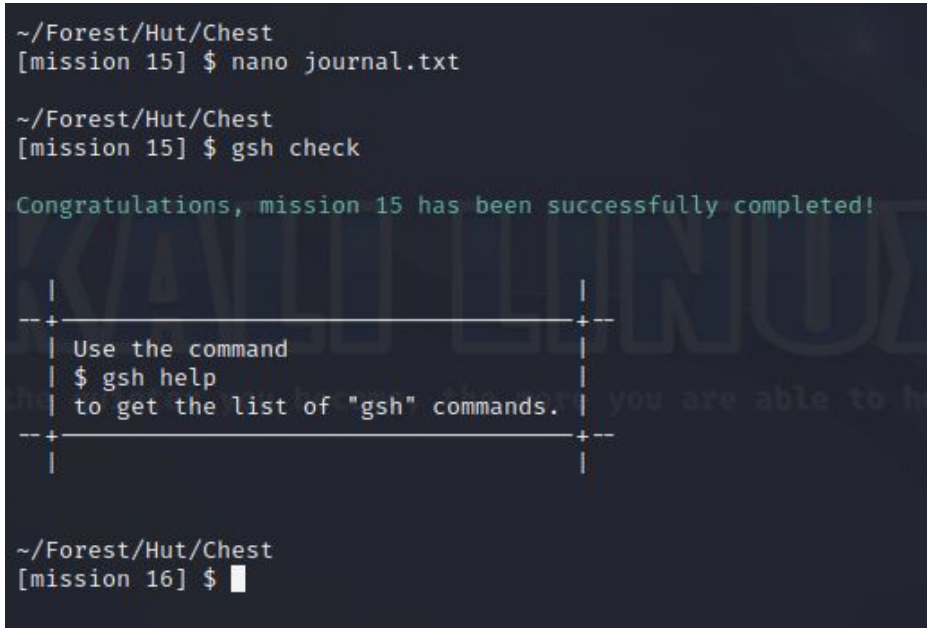
Missione 14


kali@kali: ~
File Actions Edit View Help
[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

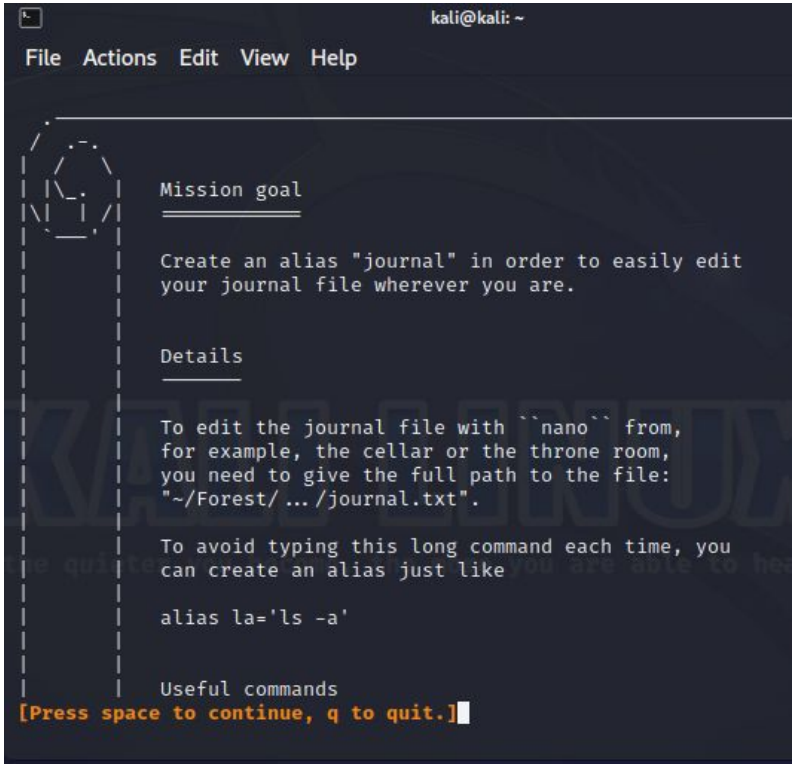

kali@kali: ~
File Actions Edit View Help
/home/kali/gameshell/World/Castle/Main_tower/First_floor
~/Castle/Main_tower/First_floor
[mission 14] $ alias la='ls -A'
~/Castle/Main_tower/First_floor
[mission 14] $ la
.nice_rock painting_RmHmuqeh painting_rEKIRKFQ
Second_floor/ painting_gDYqMBqJ
~/Castle/Main_tower/First_floor
[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


kali@kali: ~
File Actions Edit View Help
Mission goal
Create a file named "journal.txt" in your chest and write a short message in it.
You can use this file to record your notes and solutions for the upcoming missions.
Details
``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 the file does not exist, it will be created.)
Keybindings are listed at the bottom of the
[Press space to continue, q to quit.]


~/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.
~/Forest/Hut/Chest
[mission 16] $

Missione 16



La mia partita si ferma alla Missione 16, durante le festività proverò a proseguire con il gioco.