

Dopo aver scaricato e avviato con successo il gioco GameShell partiamo completando le missioni proposte

#### Missione 1:

```
[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!
```

In questo caso essendo che dovevamo spostarci tra cartelle fino a raggiungere Top of the tower, abbiamo usato il comando “cd” e per verificare ciò che ci fosse all’interno il comando “ls”

#### Missione 2:

```
[mission 2] $ ls
Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor
[mission 2] $ cd Castle
bash: cd: Castle: No such file or directory
[mission 2] $ cd First_floor
bash: cd: First_floor: No such file or directory
[mission 2] $ ls
Second_floor
[mission 2] $ cd ..
[mission 2] $ ls
First_floor
[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!
```

In questo ci chiedeva di tornare indietro usando il comando “cd ..” fino ad arrivare alla cartella Cellar

#### Missione 3:

```
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!

The system
Well done!!!

From now on, the current location will be shown just before
the command prompt.
```

in questo caso dovevamo raggiungere Throne room usando solo due comandi quindi abbiamo usato il comando “cd” ma stavolta specificando il percorso completo da fare

#### Missione 4:

```
[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!
```

Qui dovevamo creare 1 cartella all’interno di Forest e all’interno di essa un’altra cartella

#### Missione 5:

```
[mission 5] $ cd

[mission 5] $ ls
Castle Forest Garden Mountain Stall

[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] $ ls
barrel_of_apples bat_1 bat_2

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

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

Qui invece dovevamo semplicemente tornare a Cellar ed eliminare le cartelle nominate con spider

### Missione 6:

```
~/Castle/Cellar
[mission 6] $ cd

~
[mission 6] $ ls
Castle Forest Garden Mountain Stall

~
[mission 6] $ cd Garden

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

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/World/Forest/Hut/Chest

~/Garden
[mission 6] $ gsh check

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

In questa missione ci toccava prendere i coin trovati nella cartella Garden e spostarli nella cartella Chest creata precedentemente tramite “mv”

### Missione 7:

```
~/Garden
[mission 7] $ cd

~
[mission 7] $ ls
Castle Forest Garden Mountain Stall

~
[mission 7] $ cd Garden

~/Garden
[mission 7] $ ls -A
.19114_coin_1 .49953_coin_3 .53328_coin_2 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .19114_coin_1 .49953_coin_3 .53328_coin_2 /home/gameshell/World/Forest/Hut/Chest
mv: target '/home/gameshell/World/Forest/Hut/Chest': No such file or directory

~/Garden
[mission 7] $ mv .19114_coin_1 .49953_coin_3 .53328_coin_2 /home/kali/gameshell/World/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

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

Qui andavano trovati i coin nascosti con “ls -A” e spostati anche essi nella cartella Chest

### Missione 8:

```
~/Castle
[mission 8] $ ls
Cellar Great_hall Main_building Main_tower Observatory

~/Castle
[mission 8] $ cd Cellar

~/Castle/Cellar
[mission 8] $ ls
10614_spider_4 17764_spider_48 2528_spider_31 32243_bat_5 6875_bat_2
10657_bat_3 17832_spider_49 25421_spider_3 32605_spider_43 7806_spider_44
10934_spider_17 18229_spider_30 26564_spider_38 3379_spider_40 8881_spider_1
13703_spider_20 18635_spider_37 27461_spider_36 344_spider_12 9195_spider_23
14280_spider_28 18908_spider_13 27520_spider_34 4038_spider_15 9442_spider_50
15739_spider_45 20004_spider_32 27554_spider_11 420_spider_10 9886_spider_2
15918_spider_24 20757_spider_9 27804_spider_7 4737_spider_42 9947_spider_16
15972_spider_5 22200_spider_27 27860_spider_46 5100_spider_35 barrel_of_apples
16175_spider_8 23470_spider_18 28313_spider_47 5697_spider_14
16453_spider_41 23806_spider_25 28932_spider_29 588_spider_26
16678_bat_1 23992_bat_4 29026_spider_21 600_spider_6
16971_spider_22 24089_spider_19 3198_spider_33 669_spider_39

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

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

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

Nuovamente ci è stato richiesto di eliminare le cartelle spider ma stavolta usando il comando “\*nome\*” per eliminare tutte le cartelle contenenti quel nome e risparmiare tempo

#### Missione 9:

```
~/Castle/Cellar
[mission 9] $ ls -A
10657_bat_3      .17683_spider_46  .20746_spider_24  .27357_spider_23  .4294_spider_27
.11602_spider_28 .17829_spider_14 .20959_spider_12  .27496_spider_20  .517_spider_39
.1232_spider_22  .1814_spider_5   .21125_spider_38  .28079_spider_32  6875_bat_2
.12728_spider_8  .1834_spider_47  .2154_spider_13   .28169_spider_6   .6983_spider_40
.13618_spider_3  .18511_spider_42 .21812_spider_50  .30211_spider_2   .7537_spider_35
.13789_spider_43 .19586_spider_4  .2304_spider_21   .31273_bat_2      .827_spider_19
.15106_spider_33 .19699_spider_36 .23686_bat_1      .31450_spider_34  .8492_spider_29
.15135_spider_1  .20032_spider_26 23992_bat_4       .31628_spider_25  .8946_spider_45
.16211_spider_11 .20071_spider_7  .24226_bat_3      .32009_spider_18  barrel_of_apples
.16295_spider_48 .20361_spider_15 .24666_spider_30  32243_bat_5
16678_bat_1      .2052_spider_17  .2533_spider_44   .32663_spider_31
.16914_bat_4     .20681_spider_9  .26781_spider_49  .3562_spider_16
.17102_spider_10 .20706_bat_5     .27055_spider_41  .3577_spider_37

~/Castle/Cellar
[mission 9] $ rm *spider*
rm: cannot remove '*spider*': No such file or directory

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

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

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

Nuovamente dovevamo cancellare i file spider ma stavolta nascosti quindi abbiamo ripetuto i comandi appresi precedentemente “ls -A” e “rm \*nome\*”

#### Missione 10:

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

~
[mission 10] $ cd Castle

~/Castle
[mission 10] $ cd Great_Hall
bash: cd: Great_Hall: No such file or directory

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

~/Castle
[mission 10] $ cd Great_hall

~/Castle/Great_hall
[mission 10] $ ls
40089_decorative_shield  62808_suit_of_armour  standard_2  standard_4
59375_stag_head          standard_1            standard_3

~/Castle/Great_hall
[mission 10] $ cp standard* /home/kali/gameshell/World/Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ gsh check

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

Alla fine andavano copiati i file standard nella cartella Chest usando “cp nome\* destinazione”