

## How to Run Synapse AI Chatbot Horror Game on Mac

This document guides you through running the Synapse AI Chatbot Horror Game on a macOS system, either as a raw executable or a polished .app and .dmg installation bundle.

### Basic Method: Run the Game from Terminal

#### 1. Transfer the Game to Your Mac

Move the published folder (e.g. publish/osx-x64 or publish/osx-arm64) to your Mac via:

- AirDrop
- USB drive
- Cloud service (e.g., Google Drive, Dropbox)

Place it on your Desktop or ~/Downloads.

#### 2. Make the Executable Runnable

Open Terminal and navigate to the folder:

```
cd ~/Desktop/publish/osx-x64 # or wherever the folder is
chmod +x SYNAPSE           # Make the game executable
```

#### 3. Run the Game

```
./SYNAPSE
```

#### 4. Bypass Gatekeeper (If Blocked)

If macOS blocks the file:

##### Option A: Allow in Settings

1. Go to System Settings > Privacy & Security
2. Find the blocked app warning
3. Click "Allow Anyway", then re-run it from Terminal

##### Option B: Remove Quarantine Flag

```
sudo xattr -rd com.apple.quarantine ./SYNAPSE
```

## Advanced: Turn It into a Native macOS .app Bundle

### 1. Create the .app Folder Structure

```
mkdir -p Synapse.app/Contents/MacOS
```

```
mkdir -p Synapse.app/Contents/Resources
```

### 2. Copy Executable into .app

```
cp publish/osx-x64/SYNAPSE Synapse.app/Contents/MacOS/SYNAPSE
```

```
chmod +x Synapse.app/Contents/MacOS/SYNAPSE
```

### 3. Create Info.plist File

Create Synapse.app/Contents/Info.plist with this content:

```
<plist version="1.0">
<dict>
  <key>CFBundleName</key>
  <string>SYNAPSE</string>
  <key>CFBundleIdentifier</key>
  <string>com.synapse.chatbot</string>
  <key>CFBundleVersion</key>
  <string>1.0</string>
  <key>CFBundleExecutable</key>
  <string>SYNAPSE</string>
  <key>CFBundlePackageType</key>
  <string>APPL</string>
  <key>NSHighResolutionCapable</key>
  <true/>
</dict>
</plist>
```

Add App Icon

1. Convert PNG to .icns

Place icon.png in your working folder, then run:

```
mkdir icon.iconset
sips -z 512 512 icon.png --out icon.iconset/icon_512x512.png
cp icon.png icon.iconset/icon_512x512@2x.png
iconutil -c icns icon.iconset -o Synapse.app/Contents/Resources/SynapseIcon.icns
```

2. Update Info.plist to Use Icon

Add this to the <dict> block:

```
<key>CFBundleIconFile</key>
<string>SynapseIcon.icns</string>
```

Create a .DMG Installer

```
hdiutil create -volname "SYNAPSE" -srcfolder Synapse.app -ov -format UDZO Synapse.dmg
```

This creates Synapse.dmg that users can open and drag to /Applications.

Summary

Task	Command or Tip
Make executable runnable	chmod +x SYNAPSE
Run game	./SYNAPSE
Bypass security	sudo xattr -rd com.apple.quarantine
Create .app	Use mkdir, copy files, and Info.plist
Create .dmg	Use hdiutil