

FoodReal Expert User Documentation

Hardware requirements


- Macbook
- An iPhone with iOS 15 or higher (Optional)
 - if you want to have access to all functionalities in the application i.e taking images.

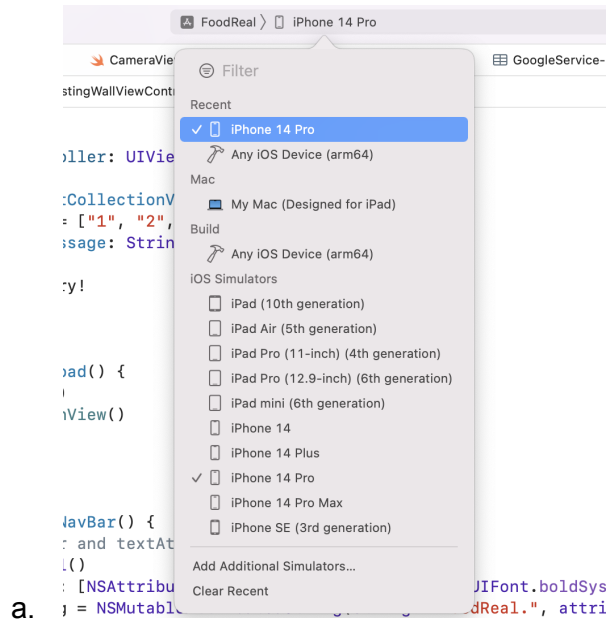
Software requirements

- Xcode
- Xcode command line tools
- Homebrew
- Cocoapods

Project Setup

1. Download Xcode
 - a. You can download it from the [App Store](#)
2. Download Xcode command line tools
 - a. Run 'xcode-select --install' on the terminal
3. Install homebrew
 - a. On how to install Homebrew, check out this link [Homebrew](#)
4. Install cocoapods
 - a. On how to install cocoapods, check out this link [cocoapods — Homebrew Formulae](#)
5. Download the zip file of FoodReal from the Github Repository [FoodReal](#)
 - a. Open the zip file by double clicking on it in Finder
6. Open a terminal, change to the project directory, and run pod install
 - a. `cd <FoodRealRepoFile>/dev/FoodReal`
 - b. `pod install`
7. Re-open the FoodReal Xcode Workspace located in FoodReal/dev
 - a. Make sure to open the .xcworkspace file instead of the .xcodeproj file

 **FoodReal.xcworkspace**
8. As of now, for the best experience, please choose iPhone 14 Pro simulator before running the project



9. Press the run button towards of the top left of the Xcode Workspace or just press Command + R

