

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.

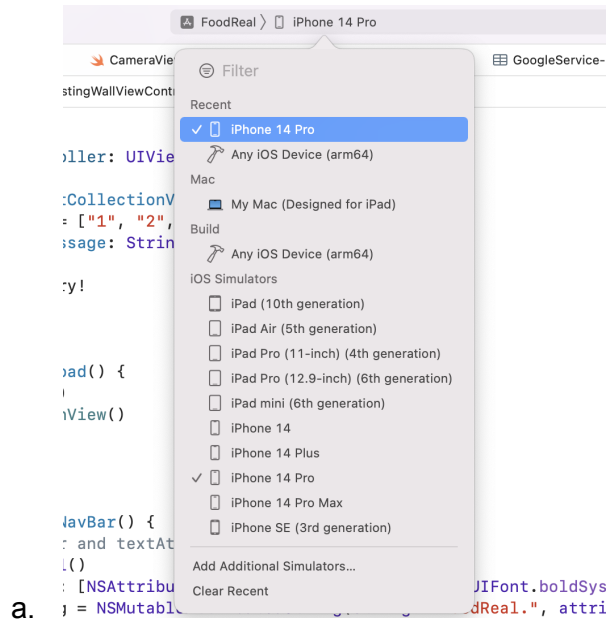
Software requirements

- 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

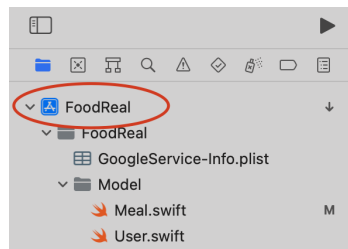


9. Press the run button towards of the top left of the Xcode Workspace or just press Command + R

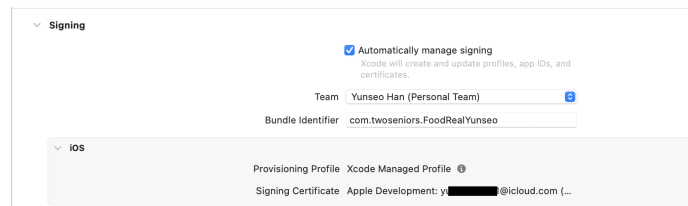


Running FoodReal on an iPhone

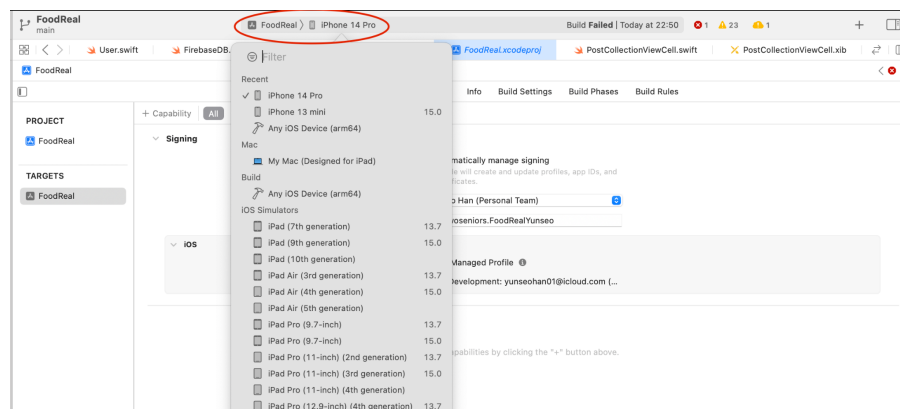
1. Connect iPhone to Mac via a lightning cable
2. Make sure Developer Mode is enabled on iPhone Settings
 - a. [How to enable developer mode](#)
3. Set up your device on XCode
 - a. [Running your app in Simulator or on a device](#)
 - i. Reference this article for setup
 - ii. Configuring list of simulators & devices
 1. A.K.A. adding device to list of simulators
 - iii. Configuring Signing & Capabilities and add your device to the list of simulator on XCode
 1. Go to project configuration



- a.
2. Select your team and create a bundle identifier



- a. ex)
- b. You can select your device as the target simulator by selecting it on the top of XCode



4. Press the triangle button or command+R to build and run FoodReal on your iPhone
 - a. Built project will be added as an App on your home screen