User guide with updates.

Here is an easier way to get the XCode project.

* Decompress the AR Final Posting Copy.zip.
* Click on Unity-iPhone.xcodeproj.
* Plug in your iPhone device to laptop.
* Make sure your iPhone is selected.
* Click play to build and run the AR application.

Still not sure how to use XCode to build?

* Watch this [tutorial](https://youtu.be/eu_eG0eTFlA) from 7:10-7:52
* Watch this [tutorial](https://www.linkedin.com/learning/ar-development-techniques-01-basic-concepts/testing-the-build-on-ios-and-android?autoplay=true&resume=false&u=74651410) from 1:45-3:32

Having issues?

* Make sure automatically manage signing is checked and a team is selected.
* Change the start of the bundle identifier by going to General>build settings> and packaging.