Installation Instructions

AR Notebook

Prepared by:
Megan Majewski
Arman (Mohammed) Ali
Artur Bushi
Darion Thompson

Table of Content

Developer Installation Instructions

Initial Requirements

Developers must have the following:
1. iTunes Apple ID
2. Apple Developer ID
3. MacOS High Sierra
4. Physical iOS device running iOS 11

Cocoapods

The application uses external Facebook packages which are installed and managed through Cocoapods. If Cocoapods is already installed on the computer you can skip this step. Otherwise installation instructions can be found [here.](#)

Xcode 9 IDE

The application is built using Swift 4 and is compatible with iOS 11, because of this Xcode version 9.0 or higher is required.
Installation instructions can be found [here](#).

Firebase

This application uses Firebase as an external database and image storage. To see the notebook information stored navigate to [this url](#). As of right now the Firebase account is set up under a student account from Fall 2017 with the following credentials:

Username: Madaarnotebook@gmail.com
Password: arnotebook2017

Source Code

Source code for this project can be cloned from [this repo](#).
After the project is successfully open the terminal and navigate to the folder with the source code. You should be at the same level as the Podfile. Type following command to update and install all external packages needed using Cocoapods.
        $ pod install

Building to a Device

After your pods have updated open the .xcworkspace file in Xcode.
A device running iOS 11 or higher must be plugged into the computer, once the device is recognized select it as the build device at the top left corner. (Shown Below)
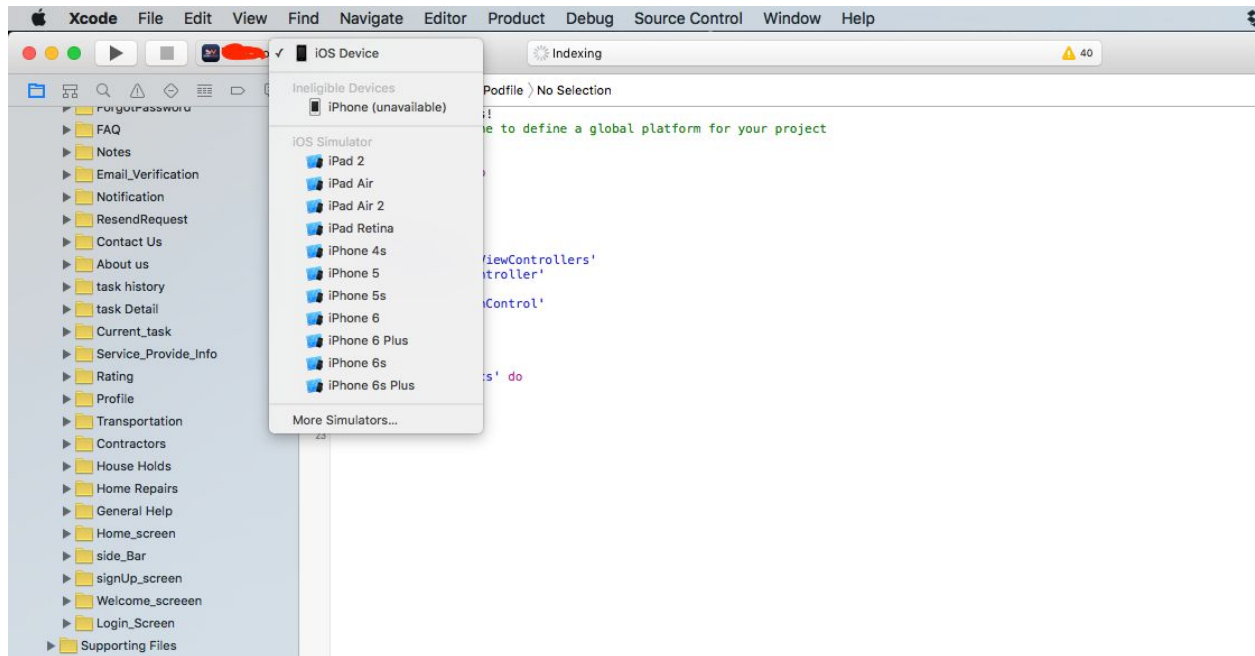
After the iOS device is selected the project can be built to that device.

User Installation Instructions

Initial Requirements

Users must meet the following requirements:
1. Have a device running iOS 11, and that supports ARKit
2. An iTunes Apple ID
3. A Facebook account

Installing the App

Users meeting the requirements listed above can download the application from the app store.
The application can be found by searching "ARNotebook".
After the app is installed and opened for the first time the user must enter a f