To integrate Google TV OS (based on Android TV) with Xcode, you'd typically be working on an application that interacts with a Google TV device, which runs on Android. However, Xcode is used primarily for developing iOS, macOS, watchOS, and tvOS applications, not Android applications.

To achieve some form of integration between Google TV OS and Xcode, consider these approaches:

**1. Cross-Platform Development:**

* Use a cross-platform framework like **Flutter** or **React Native**, which allows you to write code that can be deployed on both Android (Google TV OS) and iOS/tvOS. You can use Xcode for the iOS/tvOS side of things and Android Studio for the Android/Google TV OS side.

**2. Remote Control Apps:**

* If you're building a companion app for iOS/macOS that controls or interacts with a Google TV OS device, you can create the iOS/macOS app in Xcode. For interaction with the Google TV device, you could use networking protocols such as **HTTP**, **WebSockets**, or **Google Cast SDK** (which allows casting media to Google TV).

**3. API Integration:**

* If your app needs to communicate with Google TV OS via APIs, you can use standard RESTful APIs or WebSockets in your iOS/macOS app built with Xcode. Google provides certain APIs for controlling Android TV devices that you can call from your app.

**4. Home Automation Integration:**

* If you're integrating Google TV into a larger home automation setup, you could use **HomeKit** in Xcode to control aspects of the home, while leveraging Google Assistant APIs to interact with Google TV.

**Development Steps:**

1. **Define Your Use Case**: Determine what you are trying to achieve with the Google TV OS and Xcode integration. Is it a companion app, remote control, or streaming functionality?
2. **Set Up the Environment**: Use Xcode for your iOS/macOS development and Android Studio for Google TV OS (Android) development.
3. **Cross-Platform Frameworks**: Consider using a framework like **Flutter** or **React Native** for shared codebases that run on both Android (Google TV) and iOS/macOS.

If you have a specific integration task in mind, feel free to share more details!