How to run an app on Iphone via unity:

1. Open unity

2. Create new project

3. Click on File   Build Settings   iOS   switch plattform   wait   close window

4. Click edit   project settings   player   enter a Company and Product name

5. (Optional) edit   project settings   player   Other settings   Identification   Tick Automatically Sign

6. Click on file   build settings   add open scene

7. Chose iOS

8. Make sure that latest version and release are selected

9. Plug in your Iphone

10. Choose location on macbook where you want to save it   click save   wait

11. Go in to defined location   open file with ending .xcodeproject

12. Click on Xcode   preferences   accounts   make sure that your account is added

13. Click on Unity-iPhone project   signing & capabilities

14. Scroll down to signing   tick automatically sign in (If you completed step 5 you don't have to do this, otherwise it's necessary every time)

15. Also under signing   select team instead of none

16. (can change display name if necessary)

17. Make sure that iphone is connected in the taskbar on top of the screen

18. (Optional but very helpful) Window   Devices and Simulators   Choose your device from the sidebar   Tick Connect via network   Deploy apps wirelessly

19. Click on play button   wait

20. App is on phone

Other helpful tips:

On mobile iOS devices you can share the screen to a Mac. This is helpful to test the project without having another person available for tracking.

On iPhone: Swipe down from top right   tap on the screen mirroring icon   select the device   screen will be mirrored on the device

Using git on Mac:

You can use git from the terminal directly. Use "git - -version" to check if it's installed (It should already be installed by default). In Finder you can right-click on a folder and select New Terminal at Folder.