

# Hothreat – iOS Application Build Instructions

## 1. Scope and Purpose

**Project:** Hothreat – Mobile Application (iOS)

**Technology stack:** React Native with Expo

**Build target:** iOS Simulator

**Apple Developer Account:** Not required (Simulator only)

This document describes how to build and run the Hothreat iOS application locally on macOS using the iOS Simulator.

## 2. System Requirements

### Hardware / Operating System

- macOS (latest stable version recommended)
- At least ~20 GB of free disk space (Xcode, iOS Simulator, CocoaPods, and build caches)

### Required Tools

- Xcode (installed from the Mac App Store)
- iOS Simulator (included with Xcode)
- Node.js  $\geq$  20.19.4
- Git
- Homebrew
- CocoaPods
- Expo CLI (used via npx)

## 3. Environment Setup

Install system dependencies (if not already installed)

```
brew install git node cocoapods
```

Verify Node.js version

```
node -v
```

```
# must be  $\geq$  20.19.4
```

## 4. Project Setup

- a. Obtain the source code

Download and extract the Hothreat project archive.

- b. Install JavaScript dependencies

Navigate to the mobile application directory:

```
cd hothreat/mobile
```

Install project dependencies:

```
npm install
```

**Note:** The project uses Expo SDK 55. Dependency versions are resolved automatically.

## 5. iOS Build and Run (Simulator)

- a. Generate API client

```
EXPO_PUBLIC_API_URL=https://hothreat.sigoria.eu npm run  
generate-client
```

- b. Generate native iOS project

```
npx expo prebuild -p ios
```

This step:

- generates the native iOS project,
- installs CocoaPods dependencies,
- prepares the app for running in Xcode / Simulator.

- c. Run the application in iOS Simulator

```
npx expo run:ios
```

This command:

- builds the iOS application,
- launches the iOS Simulator,
- installs and runs the app.

No Apple Developer account is required for this step.

## 6. Notes and Limitations

The application is not distributed via the App Store.

The build is intended for local development and evaluation using the iOS Simulator.

Physical iOS devices and TestFlight distribution require enrollment in the Apple Developer Program and are out of scope for this instruction.