

ColorCompete Stripe Implementation Guide

This document provides an overview of the Stripe integration in ColorCompete.

Last updated: June 2024

1. Overview

ColorCompete uses Stripe to process payments for subscriptions and one-time purchases. The integration supports multiple subscription tiers and pay-per-submission options.

2. Subscription Tiers

- Color Curious (Free): 2 submissions/month
- Color Lite (\$5/mo): 5 submissions/month
- Color Pro (\$10/mo): 20 submissions/month
- Color Champ (\$20/mo): Unlimited submissions

3. Implementation Details

3.1 Frontend Components

- Pricing.tsx: Displays subscription options and handles plan selection
- SubscriptionContext.tsx: Manages subscription state throughout the application
- SubmissionForm.tsx: Checks subscription status before allowing submissions

3.2 Backend Integration

- Stripe Customer creation upon user registration
- Webhook handling for subscription events
- Supabase database tables for tracking subscription status

4. Payment Flow

1. User selects a subscription plan or pay-per-submission option
2. Stripe Checkout session is created and user is redirected to Stripe
3. After successful payment, user is redirected back to ColorCompete
4. Webhook confirms payment and updates user's subscription status
5. User can immediately access their new submission allowance

5. Security Considerations

- All payment processing happens on Stripe's secure servers
- No credit card information is stored on ColorCompete servers
- Webhook signatures are verified to prevent tampering
- Subscription status is verified server-side before allowing submissions

6. Testing

For testing purposes, use Stripe's test cards:

- 4242 4242 4242 4242: Successful payment
- 4000 0000 0000 0002: Card declined