



# QUICK EMAIL INTEGRATION GUIDE

## How to Add Emails to Your Workflows

All email sending now goes through the **UnifiedEmailService**. Here's how to add emails to your app:

### Import

```
import { EmailSender } from '@lib/email/unified-email-service';
```

### Ready-to-Use Email Functions

#### 1 User Registration

**Where:** After creating new user account

```
await EmailSender.welcome(user.id, user.email, user.name);
```

#### 2 Password Reset

**Where:** When user requests password reset

```
const resetUrl = `https://mindfulchampion.com/reset-password?token=${resetToken}`;
await EmailSender.passwordReset(user.id, user.email, user.name, resetToken, resetUrl);
```

#### 3 Subscription Confirmed

**Where:** After successful payment/subscription

```
await EmailSender.subscriptionConfirmed(
  user.id,
  user.email,
  user.name,
  'Pro Plan',
  29.99,
  'January 12, 2026'
);
```

#### 4 Subscription Expiring

**Where:** Scheduled job (cron) X days before expiry

```
await EmailSender.subscriptionExpiring(
    user.id,
    user.email,
    user.name,
    'Pro Plan',
    'December 20, 2025',
    7 // days left
);
```

## 5 Payment Receipt

**Where:** After successful payment

```
await EmailSender.paymentReceipt(
    user.id,
    user.email,
    user.name,
    29.99,
    'Pro Plan',
    'txn_abc123',
    'December 12, 2025'
);
```

## 6 Video Analysis Failed

**Where:** When video processing encounters error

```
await EmailSender.analysisFailed(
    user.id,
    user.email,
    user.name,
    'My Match Video.mp4',
    'Video format not supported. Please use MP4, MOV, or AVI.'
);
```

## 7 Tournament Registration

**Where:** After user registers for tournament

```
await EmailSender.tournamentRegistration(
    user.id,
    user.email,
    user.name,
    'Holiday Championship',
    'December 20, 2025',
    'Downtown Sports Complex'
);
```

## 8 Tournament Reminder

**Where:** Scheduled job before tournament starts

```
await EmailSender.tournamentReminder(
  user.id,
  user.email,
  user.name,
  'Holiday Championship',
  2, // hours until
  'Downtown Sports Complex'
);
```

## 9 Redemption Request

**Where:** When user redeems reward points

```
await EmailSender.redemptionRequest(
  user.id,
  user.email,
  user.name,
  'Pro Paddle Upgrade',
  500, // points cost
  'req_abc123' // request ID
);
```

## 10 Redemption Approved

**Where:** When sponsor approves redemption

```
await EmailSender.redemptionApproved(
  user.id,
  user.email,
  user.name,
  'Pro Paddle Upgrade',
  'Paddle Pro Shop',
  'Visit our store at 123 Main St with this email to claim your reward.'
);
```

## 🛡 Error Handling Best Practice

```
// ✅ GOOD: Don't let email failures block critical workflows
const emailResult = await EmailSender.welcome(user.id, user.email, user.name);
if (!emailResult.success) {
  console.error('Failed to send welcome email:', emailResult.error);
  // Log to monitoring, but don't fail user registration
}

// ❌ BAD: Blocking critical flow
try {
  await EmailSender.welcome(user.id, user.email, user.name);
  // If email fails, user registration fails too!
} catch (error) {
  throw error; // Don't do this!
}
```

## Common Integration Points

### File: app/api/auth/[...nextauth]/route.ts

```
// After successful signup:  
await EmailSender.welcome(newUser.id, newUser.email, newUser.name);  
await EmailSender.adminNewUser(newUser.name, newUser.email, newUser.id, new Date().toISOString());
```

### File: app/api/subscription/webhook/route.ts

```
// Stripe webhook handler:  
switch (event.type) {  
  case 'checkout.session.completed':  
    await EmailSender.subscriptionConfirmed(...);  
    await EmailSender.paymentReceipt(...);  
    await EmailSender.adminPayment(...);  
    break;  
}
```

### File: app/api/video/analyze/route.ts

```
// After video analysis:  
if (analysis.success) {  
  // Existing video-analysis-complete email already integrated  
} else {  
  await EmailSender.analysisFailed(userId, userEmail, userName, videoTitle, error.message);  
}
```

### File: app/api/tournaments/register/route.ts

```
// After successful registration:  
await EmailSender.tournamentRegistration(  
  user.id,  
  user.email,  
  user.name,  
  tournament.name,  
  tournament.date,  
  tournament.location  
) ;
```

## Testing

### Send Test Email

```
import { UnifiedEmailService } from '@lib/email/unified-email-service';  
  
await UnifiedEmailService.sendTestEmail('your-email@example.com');
```

## Check Email Logs

Go to: /admin/emails

- View all sent emails
  - Filter by status (SENT, FAILED)
  - Resend failed emails
  - See error details
- 



## Custom Emails

For custom one-off emails:

```
import { UnifiedEmailService } from '@lib/email/unified-email-service';

await UnifiedEmailService.sendEmail({
  type: 'CUSTOM',
  recipientEmail: 'user@example.com',
  recipientName: 'John Doe',
  subject: 'Special Announcement',
  html: '<h1>Hello!</h1><p>This is a custom email.</p>',
  text: 'Hello! This is a custom email.',
  userId: 'optional-user-id',
});
```



## Complete List of Available Functions

```
EmailSender.welcome()
EmailSender.passwordReset()
EmailSender.subscriptionConfirmed()
EmailSender.subscriptionExpiring()
EmailSender.subscriptionCancelled()
EmailSender.paymentReceipt()
EmailSender.tournamentRegistration()
EmailSender.tournamentReminder()
EmailSender.tournamentResults()
EmailSender.analysisFailed()
EmailSender.redemptionRequest()
EmailSender.redemptionApproved()
EmailSender.redemptionShipped()
EmailSender.adminNewUser()
EmailSender.adminPayment()
EmailSender.adminError()
```

**That's it! Simple one-line email sending with automatic logging and error handling.** 🎉

For more details, see: /home/ubuntu/EMAIL\_SYSTEM\_COMPLETE\_OVERHAUL.md