Payment Information (When and what to code)

I know I'm not to the point of implementing payment code just yet but as one of the check mark terms show: Cancel anytime in app or account. I'm thinking the only thing they can cancel for the next years payment. Once they pay the $39.99 for the one year price there is no money back guarantee right? When should I implement my cancel function?

**ChatGPT said:**

You’re thinking about it exactly right. Here’s how it generally works (and best practices):

**1. One-Year Payment & Refunds**

* **One-time $39.99 payment covers the entire year**.
* **There is typically NO refund after purchase**—unless you (the app owner) offer one, or unless required by law (for example, Google Play/Apple might give a refund for accidental duplicate purchases or immediate cancellations).
* **Your app should state "No refunds after payment"** in the Terms of Use, unless you want to offer a refund period.

**2. "Cancel Anytime"—What Does It Mean?**

* "Cancel anytime" in your case means:
  + The user can **turn off auto-renewal at any time** (so they won’t be charged for another year).
  + **They still get access until the end of the paid year.**
  + **No refund for the unused period** (unless you specifically offer it).

**3. When to Implement the Cancel Feature?**

* **You don’t need a “cancel” function in your app** unless you use your *own* payment system (which is not allowed on the Play Store or App Store for most apps).
* **If you use Google Play or Apple In-App Purchases:**
  + The user manages/cancels their subscription directly in the Play Store or App Store, not in your app.
  + You can provide a link/button labeled "Manage Subscription" that takes the user to the appropriate store subscription management screen.
  + **You should implement this button at launch** (even if you haven’t released the payment feature yet, plan for it so it’s there when you need it).

**4. What Should Your "Manage Subscription" Button Do?**

For Android/Google Play, a link to:

ruby

CopyEdit

https://play.google.com/store/account/subscriptions

For iOS/Apple, a link to:

arduino

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https://apps.apple.com/account/subscriptions

Or use url\_launcher to open those URLs.

**5. When to Actually Implement?**

* **Add the button and link as soon as you add payments** (not needed before).
* Your backend/payment provider should handle marking users as inactive when they cancel auto-renewal, but this is all handled by Google/Apple if you use their system.

**TL;DR:**

* You do **not** have to provide refunds.
* "Cancel anytime" means: user can stop next year’s renewal.
* Implement a “Manage Subscription” link as soon as you add payments—users can use that link to cancel.
* No need for a complicated cancel function within your app.