

Google Play Billing Setup Guide

Start Making Money from Tomas Hoca

Overview

This guide will help you set up in-app subscriptions on Google Play so users can pay directly through the app.

What you'll set up:

- 4 subscription products in Google Play Console
- Google Cloud service account for receipt verification
- Environment variables in Supabase

Time needed: About 1-2 hours

Step 1: Create Subscription Products in Google Play Console

1.1 Go to Google Play Console

1. Open: <https://play.google.com/console>
2. Select your app: **Tomas Hoca**
3. In the left menu, go to: **Monetize** → **Products** → **Subscriptions**

1.2 Create Your First Subscription: AI Only Monthly

Click "**Create subscription**" and fill in:

| Field | Value |
|-------------|--|
| Product ID | ai_only_monthly |
| Name | AI Only Plan (Monthly) |
| Description | Unlimited AI English practice with grammar feedback and pronunciation analysis |

Then click "**Add a base plan**":

| Field | Value |
|----------------|----------------------|
| Base plan ID | ai-only-monthly-base |
| Billing period | 1 Month |
| Price (Turkey) | ₺250.00 |
| Renewal type | Auto-renewing |
| Grace period | 7 days |
| Account hold | 30 days |

Free trial settings (recommended):

| Field | Value |
|--------------------|--------------|
| Free trial | 7 days |
| Trial availability | Once per app |

Click **Save** and **Activate**.

1.3 Create AI Only Quarterly

Click "Create subscription" again:

| Field | Value |
|-------------|---|
| Product ID | ai_only_quarterly |
| Name | AI Only Plan (3 Months - Save 20%) |
| Description | Unlimited AI English practice - Best value! Save ₺150 |

Base plan:

| Field | Value |
|----------------|------------------------|
| Base plan ID | ai-only-quarterly-base |
| Billing period | 3 Months |
| Price (Turkey) | ₺600.00 |

1.4 Create AI + Live Monthly

| Field | Value |
|-------------|--|
| Product ID | ai_plus_live_monthly |
| Name | AI + Live Lessons (Monthly) |
| Description | Unlimited AI practice + 16 live classes per month with native teachers |

Base plan:

| Field | Value |
|----------------|-----------|
| Billing period | 1 Month |
| Price (Turkey) | ₺4,750.00 |
| Free trial | 7 days |

1.5 Create AI + Live Quarterly

| Field | Value |
|------------|------------------------|
| Product ID | ai_plus_live_quarterly |

| | |
|-------------|--|
| Name | AI + Live Lessons (3 Months - Save 20%) |
| Description | Best value! Unlimited AI + 16 live classes per month |

Base plan:

| Field | Value |
|----------------|------------|
| Billing period | 3 Months |
| Price (Turkey) | ₺11,400.00 |

Step 2: Set Up Google Cloud Service Account

This is needed so your app can verify purchases are real.

2.1 Go to Google Cloud Console

1. Open: <https://console.cloud.google.com>
2. Select or create a project (use the same one linked to your Play Console)

2.2 Enable the Android Publisher API

1. Go to: **APIs & Services** → **Library**
2. Search for: **Google Play Android Developer API**
3. Click on it and click **Enable**

2.3 Create a Service Account

1. Go to: **APIs & Services** → **Credentials**
2. Click **Create Credentials** → **Service Account**
3. Fill in:
 - Name: `tomasshoca-play-billing`
 - Description: `Service account for verifying Play Store purchases`
4. Click **Create and Continue**
5. Skip the role selection (click **Continue**)
6. Click **Done**

2.4 Create a Key for the Service Account

1. Click on the service account you just created
2. Go to the **Keys** tab
3. Click **Add Key** → **Create new key**
4. Select **JSON** format
5. Click **Create**
6. **SAVE THIS FILE SECURELY** - you'll need it in Step 3

2.5 Link Service Account to Play Console

1. Go back to **Google Play Console**
2. Go to: **Settings** → **Developer account** → **API access**
3. Find your service account in the list
4. Click **Grant access**
5. Set permissions:

- View app information and download bulk reports ✓
 - View financial data, orders, and cancellation survey responses ✓
 - Manage orders and subscriptions ✓
6. Click **Invite user**
 7. Accept the invitation
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Step 3: Configure Supabase Environment Variables

3.1 Get Your Service Account Details

Open the JSON file you downloaded in Step 2.4. You need:

- `client_email` (looks like: `tomashoca-play-billing@yourproject.iam.gserviceaccount.com`)
- `private_key` (the long key starting with `-----BEGIN PRIVATE KEY-----`)

3.2 Add Environment Variables to Supabase

1. Go to: <https://supabase.com/dashboard>

2. Select your project

3. Go to: **Settings → Edge Functions**

4. Add these secrets:

| Secret Name | Value |
|---|--|
| <code>GOOGLE_PACKAGE_NAME</code> | <code>com.tomashoca.english</code> (your app's package name) |
| <code>GOOGLE_SERVICE_ACCOUNT_EMAIL</code> | The <code>client_email</code> from your JSON file |
| <code>GOOGLE_PRIVATE_KEY</code> | The <code>private_key</code> from your JSON file (base64 encoded*) |

To base64 encode the private key:

1. Copy the entire private key (including BEGIN and END lines)
2. Go to: <https://www.base64encode.org>
3. Paste the key and click Encode
4. Copy the result and use that as the value

3.3 Deploy the Edge Function

Run this command in your terminal:

```
npx supabase functions deploy verify-google-receipt
```

Or if using Supabase CLI:

```
supabase functions deploy verify-google-receipt
```

Step 4: Update the App to Accept Payments

The app currently shows "Coming Soon" on the pricing page. You need a developer to:

1. **Remove the waitlist modal** and enable actual checkout
2. **Add the Google Play Billing Library** to the Android app

3. Test purchases using test accounts

Key Files to Modify:

- `src/pages/Pricing.tsx` - Remove "Coming Soon" banner, enable purchase buttons
- `android/app/build.gradle` - Add billing library dependency
- Create new file for billing integration

For Testing:

1. In Play Console → **Settings** → **License testing**
 2. Add your test Gmail accounts
 3. These accounts can make purchases without being charged
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Step 5: Testing Checklist

Before going live:

- All 4 subscription products are active in Play Console
 - Service account is linked and has correct permissions
 - Environment variables are set in Supabase
 - Edge function is deployed
 - Test purchase works with license tester account
 - Subscription shows as active in the app after purchase
 - Cancellation works correctly
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Step 6: Go Live

Once testing is complete:

1. **Update the app version** in `android/app/build.gradle`
 2. **Build a new AAB file**
 3. **Upload to Play Console** → Release → Production
 4. **Wait for review** (usually 1-3 days)
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Pricing Summary

| Product | Monthly | Quarterly |
|-----------|---------|---------------------|
| AI Only | ₺250 | ₺600 (₺200/mo) |
| AI + Live | ₺4,750 | ₺11,400 (₺3,800/mo) |

Google's cut: 15% for first \$1M/year, then 30% **Your revenue:** 85% of each purchase (for first \$1M)

Revenue Projections

| Subscribers | Plan | Monthly Revenue (Your Share) |
|-------------|---------|------------------------------|
| 10 | AI Only | ₺2,125 (~\$65) |

| | | |
|-----|-----------|---------------------|
| 50 | AI Only | ₺10,625 (~\$325) |
| 100 | AI Only | ₺21,250 (~\$650) |
| 10 | AI + Live | ₺40,375 (~\$1,235) |
| 50 | AI + Live | ₺201,875 (~\$6,175) |

Troubleshooting

"Purchase token invalid"

- Check that the service account has correct permissions in Play Console
- Verify the package name matches exactly

"API not enabled"

- Make sure you enabled the Google Play Android Developer API in Google Cloud

"Service account not authorized"

- Go to Play Console → API access and verify the service account is linked
- Make sure you accepted the invitation

Purchases not reflecting in app

- Check Supabase logs for the edge function
- Verify the user_subscriptions table is being updated

Support Contacts

- **Google Play Help:** <https://support.google.com/googleplay/android-developer>
- **Supabase Support:** support@supabase.io
- **Developer:** [Your contact info]

Quick Reference: Product IDs

```
ai_only_monthly  
ai_only_quarterly  
ai_plus_live_monthly  
ai_plus_live_quarterly
```

These MUST match exactly in:

1. Google Play Console
2. Your Android app code
3. The verify-google-receipt function