based on all of the logic so far of all the referral tables. give me deep diagnostic of all the logic of how table is realted to other with an example. go one by one and list ALL of them. type in plain english

Alright — let's do a deep diagnostic walkthrough of your entire referral system. I'll explain each table, how it connects to others, and then give you an example story (Rahul refers BoomEbox, BoomEbox subscribes, commissions, payouts, rewards, etc.) so you can see how the system behaves end-to-end.

Core Spine

1. referrals.referrals

- What it does: Records the relationship between a referrer (Rahul) and a referred user (BoomEbox).
- **Connections:**
 - referrer_id links to profiles.id.
 - referred id links to profiles.id.
 - commissions.referral id references this table.

Example: Rahul (1217...) refers BoomEbox (9bc7...). One row is inserted:

```
id = 1
referrer_id = 1217...
referred id = 9bc7...
status = pending
```

2. referrals.commissions

- What it does: Tracks money owed to the referrer when a referral pays.
- **Connections:**
 - referral_id → points back to referrals.referrals.
 - referrer_id → points to profiles.
 - Commission amounts update referral_stats and referral_tiers.

• Each commission also becomes a row in transactions.

Example: BoomEbox pays \$50. Commission row:

```
id = 10
referral_id = 1
referrer_id = 1217...
amount = 20.00
status = pending
```

3. referrals.payouts

- What it does: Records actual payment sent to a referrer (via PayPal, Stripe, etc.).
- Connections:
 - referrer_id → profiles.
 - Each payout also becomes a row in transactions .

Example: Rahul's \$20 is paid out. Row inserted:

```
id = 5
referrer_id = 1217...
amount = 20.00
method = PayPal
status = paid
```

4. referrals.transactions

- What it does: Master ledger of all money-like events (payments, commissions, payouts).
- Connections:
 - user_id → profiles.
 - reference_id → can point to a commission, payout, or Stripe payment.
 - Keeps history in one place.

Example:

- BoomEbox subscription payment → row type payment.
- Rahul's \$20 commission → row type commission.
- Rahul's payout → row type payout .

Snapshot Tables

5. referrals.referral_stats

- What it does: Aggregated counters per user (totals, commissions, breakdown by plan).
- Connections:
 - Updated by triggers on referrals and commissions.
 - Used by referral_leaderboard and referral_challenges.

Example: After Rahul's referral + commission:

```
user_id = 1217...
total_referrals = 1
active_referrals = 1
pro_referrals = 1
total_commissions = 20.00
```

6. referrals.referral streaks

- What it does: Tracks rolling 7-day streaks (bonus multiplier if streak is alive).
- Connections:
 - Updated by trigger on referrals.
 - Influences commission multiplier in commissions.

Example: Rahul referred BoomEbox today. Row:

```
user_id = 1217...
streak_active = true
streak_expires_at = +7 days
current_streak_days = 1
bonus_multiplier = 1.4
```

Gamification Boosters

7. referrals.referral_rewards

What it does: Logs random rewards or milestone bonuses.

Connections:

- Trigger on referrals can drop a reward.
- Rewards can also insert into transactions.

Example: Rahul's 3rd referral → bonus 200 credits. Row:

```
id = 20
user_id = 1217...
reward_type = credits
reward_value = 200
metadata = {reason:"milestone"}
```

8. referrals.referral_leaderboard

- What it does: Stores user rankings by period (weekly/monthly).
- Connections:
 - Built from referral_stats via daily job.

Example: Leaderboard for September:

```
user_id = 1217...
period_start = 2025-09-01
period_end = 2025-09-30
rank = 1
total_commissions = 200
total_referrals = 5
```

9. referrals.referral_tiers

- What it does: Tracks permanent tier (Bronze → Silver → Gold).
- Connections:
 - Updated by trigger on commissions.
 - Used for long-term perks (bonus_pct, free plan upgrades).

Example: Rahul hits 20 referrals → Silver Tier. Row:

```
user_id = 1217...
current_tier = Silver
total_referrals = 20
```

```
lifetime_commissions = 500
perks = {bonus_pct:10}
```

10. referrals.referral_clicks

- What it does: Tracks referral link clicks before signup.
- Connections:
 - Links indirectly via referral_code.
 - When a signup occurs, converted = true.

Example: Rahul's link got clicked 50 times, 5 signed up:

```
id = 99
referral_code = "RAHUL50"
ip_address = 192.168.1.10
geo = {country:"India"}
converted = true
```

11. referrals.referral_challenges

- What it does: Tracks limited-time referral quests (e.g. "Refer 5 this month").
- Connections:
 - Progress updated from referral_stats.
 - Completion triggers referral_rewards.

Example: Rahul's challenge to refer 5 in September:

```
id = 300
user_id = 1217...
challenge_name = "September Challenge"
target_referrals = 5
achieved_referrals = 3
status = active
```

Example Flow (Plain English)

1. Rahul refers BoomEbox → row in referrals.referrals.

- referral stats increments totals.
- referral_streaks starts a 7-day timer.
- 2. BoomEbox subscribes \rightarrow row in commissions (\$20).
 - transactions logs a payment + commission.
 - referral stats.total commissions increments.
 - referral_tiers checks thresholds (maybe still Bronze).
- 3. Rahul's 3rd referral triggers → row in referral_rewards (200 credits).
- 4. Leaderboard refresh job runs → Rahul ranked #1 this week.
- 5. Rahul is in a September Challenge
 - → referral_challenges.achieved_referrals updates.
- 6. At payout time → row in payouts (\$20 PayPal) + transactions payout row.
- 7. If Rahul doesn't refer again in 7 days → referral_streaks job flips streak_active = false.
- Together, these 11 tables form a closed loop:
- Events: referrals, commissions, payouts, clicks.
- Ledger: transactions.
- Snapshots: stats, streaks, tiers.
- Gamification: rewards, leaderboard, challenges.

Do you want me to now map this entire flow as a single chain diagram (event \rightarrow updates \rightarrow results) so you can see exactly what fires in order when one referral happens?