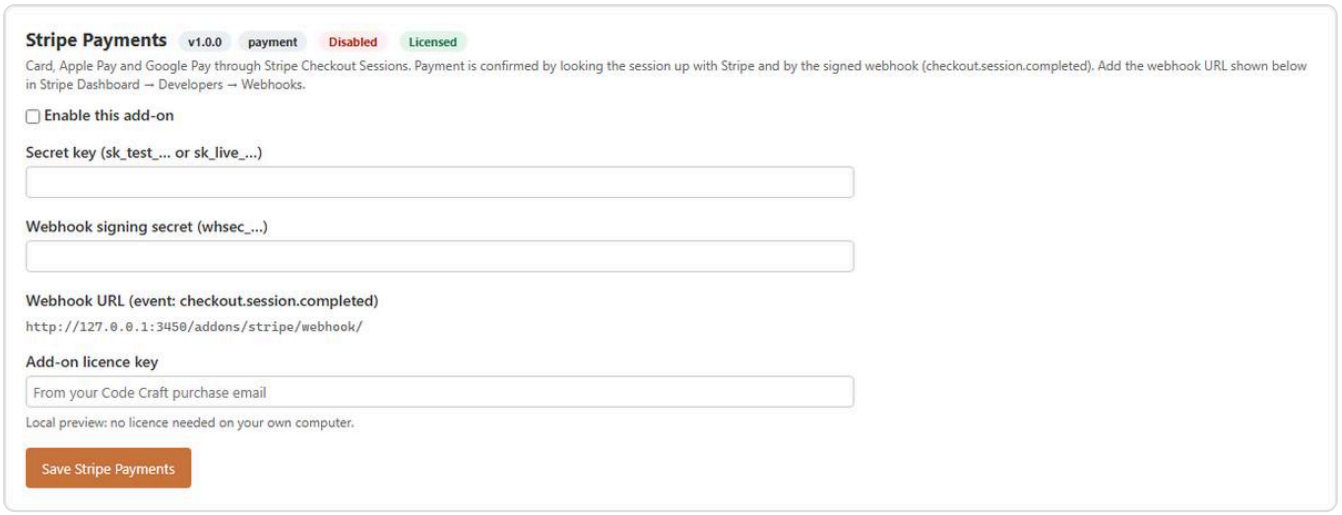
CODE CRAFT · ADD-ON GUIDE · VERSION 1.0

Stripe Payments Add-on

For Code Craft Store: Django Ecommerce (sold separately). You need the store installed first.



The add-on's card in Admin → Add-ons.

What it does and how to install it

Takes card, Apple Pay and Google Pay payments through Stripe's hosted Checkout page (Checkout Sessions API). On return the add-on looks the session up with Stripe; the webhook is accepted only with a valid `Stripe-Signature` (5-minute tolerance). The paid amount, currency and order are compared before the order is marked paid.

1. Upload the `stripe` folder to your store as `addons/stripe/` and restart the app.
2. Stripe Dashboard → Developers → API keys: copy the **secret key** (start with `sk_test_…`).
3. Developers → Webhooks → Add endpoint: the **Webhook URL** shown on the add-on card (`https://yourdomain.com/addons/stripe/webhook/`), event `checkout.session.completed` (and `checkout.session.async_payment_succeeded`). Copy the signing secret (`whsec_…`).
4. Admin → Add-ons → Stripe: paste both, paste the add-on licence key, tick Enable, Save.
5. Admin → Payment methods: tick "Card (Stripe)".
6. Pay a test order with Stripe's test card 4242 4242 4242 4242, then switch to your live keys.

> Honest testing note: this add-on follows the provider's official API documentation. Its automated tests answer every provider call with a simulated response (including forged and expired signatures and wrong amounts); it has not processed real payments. Always run a test or sandbox payment before going live.

Where things are

- `addon.json`: id, version, type and the settings shown in the admin.
- `hooks.py`: the calls to the provider.

- `urls.py`: return and webhook endpoints under `/addons/stripe/`.

Each add-on has its own licence key (in your purchase email and at coodecraft.com/account). Help: coodecraft.com/contact.