Accessible privacy policy

As	auser
I want	that our products communicate the up-to-date company privacy policy in an accessible way
so that	I can understand how my personal data is used.
Description	The privacy policy describes the private (personal) information that is collected from the user, and how it is used and protected, and the contact point for more information. It also fulfils the other legal requirements for informing the user. Companies often have a standard privacy policy that may be used. The accessibility of privacy policy means that the language of the privacy policy should be simple enough to be understood by the user, and that it is communicated before the user commits to the use of the service, and at any time afterwards at a request of the user.
Acceptance criteria	>> The privacy policy is accessible from the product in a suitable manner. >> The privacy policy communicated by the product can be updated.
Refinement questions	 What is the target audience of our product and how should we communicate the privacy policy to this target audience? (Age, accessibility, device interface limitations, ability, language.) Does the standard privacy policy meet your needs?

Account lifecycle

As	a person accountable for privacy (data protection)
I want	that user accounts have a well-defined lifecycle with all the necessary account states
so that	we can manage users' personal data properly.
Description	User accounts need to have a well-defined lifecycle. For example, accounts need to be created; old accounts' data may need to be purged (personal data handling requirements); accounts may need to be flagged or locked because of technical issues or misuse; new accounts may need to go through specific validation steps to be fully enabled (for example, require valid email address to be able to use all features).
Acceptance criteria	 A state machine description of account states exists, and is documented for maintenance. Test cases exist that take an account through all the possible states of an account according to the state machine description. Negative test cases exist that try out activities in various states of an account that should not be possible in those states, and verify that the activities fail.
Refinement questions	 How and by whom are user accounts created? How and when are user accounts destroyed? What sort of "special states" can user accounts be in? Have you thought about failing user interactions (e.g., registration failures) and in which state they will leave the user account?