2. Assume you are part of an engineering team that is building a loyalty app for a large retailer.

You are in a meeting in which the following stories are being discussed by the product owner and engineering team:

a. As a customer, I want to enroll in the loyalty program.

- Choose a great name.
- Create deeper meaning.
- Reward a variety of customer actions.
- Offer a variety of rewards.
- Make your "points" valuable.
- Structure non-monetary rewards around your customers' values.
- Provide multiple opportunities for customers to enroll.
- Explore partnerships to provide even more compelling offers.
- Make it a game.

b. As a program participant, I want to check my balance of reward points.

- Balance of reward points can be checked through the payment cards
- Based on the transactions the points can be rewarded
- It can be checked from the card statement
- By sending an SMS to the mobile num

c. As a program participant, I want to redeem some of my points for a reward.

- The user can redeem the points using evouchers,cashback etc with the third party clients.