ILoya Redemption

The redemption should be similar to the rewards roles whereby each company can set up multiple redemption roles.

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| Role name | Minimum Threshold to qualify (iPulses) | Redemption type | Redemption Amount | Not to Exceed | Equal to in iPulses |  |
| Role1 | 500 | Discount | 10% | $100 | 300 |  |
| Role2 | 750 | Free Ticket |  | $300 | 400 |  |
| Role3 | 1000 | Free Ticket to event | 1 | 1 | 700 |  |

Explanation:

Role1: If a customer reach 500 iPulses (or more), he/she is qualified to redeem the points of receiving 10% discount on next purchase and the discount not to exceed say 100$. Once the redemption took place the customer loses 300 iPulses so the balance of his/her iPulse becomes 200.

Role2: if a customer reaches 750 iPulses in an airline or sport club, can get a free ticket not to exceed $300. Once the redemption took place the customer loses 400 iPulses so the balance of his/her iPulse becomes 350.

Role3: if a customer reaches 1000 iPulses in an Event orgnaizer or sport club, can get a free ticket to an event or a game. Once the redemption took place the customer loses 700 iPulses so the balance of his/her iPulse becomes 300.

And so on.