**Terraria - A favorite game of all time:**

1. Acquirement of new weapons is the largest reward to me. Most weapons are crafted, found in chests, or dropped by slain enemies. The amount of time it takes to obtain weapons depends on the player. If the player actively pursues crafted or chest weapons, then acquirement may take about five to ten real world minutes. However, enemy drops may take anywhere from several minutes to many hours. This reward is effective because it makes the player eager to discover more.
2. The act of defeating bosses provides great rewards. In the beginning, it may take a couple hours to prepare for and defeat a boss. Later, it may take many hours to succeed. Some of the reward’s effectiveness lies in the excess amounts of coins, health, and items the player can obtain. However, the sense of progression makes the reward truly meaningful.
3. Bonuses to armor sets are rewarding too. The player can obtain armor from crafting or slain enemies. Most obtainable armor sets may take a few minutes to craft. Similarly to weapons, the amount of time it takes to craft or find armor sets exponentially rises by many hours. The bonuses are effective in motivating the player to pursue complete armor sets.
4. Discovery of new ores can feel like a major reward. Basic pre-hardmode ores can be discovered in less than five minutes. Advanced pre-hardmode ores can be found within a couple hours. Most hardmode ores take a few hours to find. It takes numerous hours to find top-tier hardmode ores. Novelty ores motivate the player to collect more.
5. Cosmetic items are expressive rewards. Depending on the enemy or boss, it may take a few minutes or many hours to obtain associated cosmetics. If the player has appropriate NPCs or chests, then immediate cosmetic purchase or acquisition is possible. Reward effectiveness lies in the desire to have an identity.
6. World purity and control is another reward. Although clearing Hallow, Corruption, and Crimson is possible, it is time consuming and difficult. The player may focus on world purity throughout the game. During the pre-hardmode stage, full world purity is basically impossible. Acquirement of the Clentaminator significantly quickens the process. In many cases, 100% purity is not obtained. However, a sense of control and completion make this reward effective.

**Overwatch - Most recently played:**

1. The ability to play various character types is extremely rewarding. Depending on the game mode, the player can switch characters in a spawn room and/or after each round. This reward is effective because it allows for gameplay experimentation.
2. Loot boxes reward the player with cosmetics and/or credits. Times when the player can acquire loot boxes include each level up, game won, and event. Outfits, player icons, and other cosmetics might be rewarded. Credits can be saved for cosmetic items. Customization abilities encourage player expression.
3. Visual and audio synergy is rewarding inside gameplay. Beams, explosives, and bullets produce immersive noises. For instance, normal bullets look and sound different from icicles. When the player's team wins a round or game, "VICTORY" is exclaimed and displayed. In-game synergy makes the game fun. The victory screen gives the player a sense of accomplishment.
4. Cards provide indirect rewards. At the end of many games, four cards are displayed on the screen. Multiple cards might reward one player. Cards provide a sense of personal achievement and influence.
5. Acquirement of competitive game victories feel meaningful. Depending on player and team skill, the player may rarely or nearly always receive victory. Since these games rank the player, each win makes the player feel competent.
6. Endorsements allow the player to award others for good work. At the end of many games, players can award and receive endorsements. Unlike other rewards, endorsements are very flawed. Players may give endorsements to whatever name he/she notices first. Sometimes endorsements demonstrate importance among peers. However, the system is susceptible to abuse. I believe this system cannot be fixed by programming because it is social. The best fix is to remove the system and focus on game balancing.

**Team Fortress 2 - Ultimately found disappointing:**

1. The game presents high audio and visual synergy. Player interactions illustrate synergy throughout gameplay. High engagement and situational awareness make this reward effective.
2. When the player's team captures the intelligence or payload, it feels extremely rewarding. Although some game modes require objective captures, it may take unnecessary hours to complete. This reward is ineffective because many players do not focus on the objective. After five minutes of no progression, the game should force players to interact with objectives. If players do not, then the game should forcefully end.
3. Critical hits are nice surprises. New players may experience this a few times per game. Experienced players may get critical hits more frequently. This arouses surprise without being unfair.
4. Novel weapons reward the player with boosts. Various weapons are suited for different playstyles. Some players acquire weapons more often than others. Weapons are randomly dropped, crafted, or traded. Boosted weapons increase player interest and experimentation.
5. A rewarding action is to pick up a dead enemy's weapon. This is only possible if the dead player was the same character as the player. If many players share the same character, then players may frequently perform this action. Sometimes, all enemies are different characters. This action is then impossible to perform. Players are encouraged to be resourceful.
6. Cosmetic cases are fun to obtain.  They are often acquired during events or trades. Cases require keys bought with real world money. This reward is ineffective because it is unfair to lower income players. An in-game currency bank may improve this system. Players in lower socioeconomic classes would be able to obtain keys through gameplay.