When creating a design for an application, stakeholders should ensure it is rewarding for both participants and clients. This ensures clients stay motivated to use the application and lets them know they are doing something right. It makes the application more enjoyable to use, will engage the target audience and most importantly will encourage the user to return. Some examples of a rewarding application could be achievements for using certain functionality or even well-designed animations for completing something. Adding small features like this can make a huge impact on an application and will result in more users, a high standard application and most importantly the page being a success. A realistic example of a rewarding design principle for the Chata application would be unlocking certain profile image once the user reaches one hundred messages to friends.