Personally, I think the best rewards are the rewards that make you feel like you have just accomplished something spectacular, whether alone or cooperatively. The reward is being allowed to think outside the box and apply unorthodox strategies.

Progression is also very important to me as a reward, playing through a game and getting more powerful and skilled as you go feels satisfying, and makes you feel like you are getting a better opportunity to meet a challenge the game is presenting you with. Skills that build on one another are very important to me, even if the function of them remains simple. It doesn't need to become more complex, but even making skills more efficient like in Skyrim, giving you slight adjustments and stat boosts to more efficiently use your skills feels rewarding.

The final reward I personally like the most is being surprised. I tend to like the aspect of exploring something and finding a cool reward that you don't necessarily expect to find after doing something.

Skyrim

Skyrim has a lot of rewards and does so in a lot of ways. Truly impressive in scale even by today's standards, and with combined years of playtime across players everywhere, the game does a fairly good job of rewarding players. The game does a good job of being satisfying to players by having multiple reward systems all with a significant level of depth while maintaining a lot of simplicity as well. A good example of this is the skill tree, because not many change mechanics of the game, just how effective you are at any given skill.

In Skyrim, much of your actual gameplay time is spent questing. Generally, quests follow a formula of something along the lines of; Talk to npc, go to location, complete objective, return to npc and get reward. This may seem repetitive on paper, but the level of depth and variety to the locations and the consequence of doing the quests makes them worth doing. Many of them give an opportunity to explore as well, granting opportunity for plenty of surprises along the way. Looting dungeons and enemies are rewards in themselves as well.

Within the world, some characters will respond to your deeds and react positively or negatively to you based on what you have done, and this extends to completing quests for characters around a town or area. This makes the quests feel more meaningful, and your reward a token of thanks rather than just a game system. Along with this aspect of perceived reputation, are the crafting and level locked events that happen. The crafting is rewarding, because your upgraded gear is almost always better than loot, and the events are often thieves and assassins sent to eliminate you after hearing of your deeds, bringing that much more life to the world.

Naruto to Boruto Shinobi Striker

Most of this game's reward systems involve growth and progression in the sense of unlocking skills, optimizing the class builds, figuring out which class you like best, and getting better at the combos over time. There are also more direct rewards like cosmetics and different tools to use.

This being a fighting game, the rewards are more tied to personal progress as a player, seeing your skill grow from that first session of play. There is a mentor system in the game, allowing you to learn different skills from the characters of the franchise, allowing you to get and test different builds to keep things fresh as you play through more and more quests.

The elements of cosmetics and items are a lot more slow to earn though, because in the game, you get scrolls that can be traded in for cosmetics and items from a loot table. The more you play however, the more likely it is you get a duplicate item, and that takes the fun away from that quickly. Getting items however, is always a treat, because they are much rarer drops and can completely change what you can do with your different classes.

This game is a PvP game with a lot of additional PvE missions, both of which can net rewards. The punishments seem unintentional, but there are some aspects that are at best annoying, and at worst just plain not fun. Such as going a long stretch of time without getting anything new despite constant victory. Another can be boss design, a criticism being that the game's definition of more difficult, is just flooding the screen with so many enemies that it becomes hard to deal with.

Marvel's Avengers

Now to discuss the biggest piece of missed potential since Anthem, Marvel's Avengers. As disappointing as this game was, there are some rewards that are semi consistent throughout the game. Some of the most interesting things about this game align with the story, and relationships between the characters. Especially when between missions, you can talk to the characters, and you are sometimes greeted with a cut scene with at least one full conversation between the heroes.

When it comes to the gameplay loop, not much is interesting overall, the rewards being resources to upgrade gear, better gear, a few fun combat encounters, and upon completing some of the faction quests, you get currency for the free cosmetic shop, (the really cool cosmetics being saved for the premium marketplace.)

You generally get each reward every time you complete a mission, except for a compelling story and access to the free cosmetic shop. As much as I enjoyed the narrative, it immediately fell short upon story completion. There are also side stories that grant the Iconic cosmetics for each of the characters, but then it leaves much to be desired from the entire rest of the game.

Post completion of the main storyline, little draws you back to the game. Enemies are not very fun to fight, only one or two bringing exception to that. The gameplay is so painfully repetitive and the only reason I was doing missions was to get rewards. I would make there be more achievable goals and refine some of the enemies to make them more fun to fight, and I would make the game far less grindy. The design as it is makes it almost entirely goal driven, making you only play until you get to the next cosmetic.