Rubric for Monster Trading Cards

	⭐	⭐⭐	⭐⭐⭐	⭐⭐⭐⭐	**Score**
MONSTER TYPE NAME	Powerless as a result of a general, unimaginative name.	Power decreased by half as the result of a general or unimaginative name.	Power increased by a specific or imaginative name. Word choice may be fairly obvious.	Maximum power achieved by use of a specific name with creative word choice.	
USE OF DETAILS	Attack fatally weakened by inconsistencies, misleading and/or general information.	Strong attack flawed by more than a few inconsistencies or general information.	Executes a powerful attack with strong details, but weakened by a few inconsistencies or general information.	A force to be reckoned with, this card uses explicit, vivid details.	
GRAPHIC ELEMENTS	Card left powerless by missing or inappropriate graphics.	Power of this card decreased by incomplete or inappropriate graphics.	Power of this card increased by the required graphic elements, most of which were appropriate	Card draws maximum power by including complete and appropriate graphic elements.	
OVERALL APPEAL	Lack of connection between graphics and details rob this card of all power.	Differences between graphics and details reduce the power of this card.	Power of the card enhanced by some connection between visually appropriate graphics and descriptive details.	Visually striking graphics and related descriptive details meld as one to form a powerful card.	
MECHANICS	Fatally attacked by many spelling, grammar, or punctuation errors.	Direct damage inflicted by several spelling, grammar, and/or punctuation errors.	Minor damage inflicted by 1–2 spelling, grammar, and/or punctuation errors.	Virtually invincible. Cannot be defeated by spelling, grammar, and/or punctuation errors.	