

The Blacksmith's Bench

In the MAGE gaming environment, players may wish to purchase items (potions, ammunition, etc.), rest, or repair their battle fatigued weapons while in The Town. The Town will feature areas that players may visit, including The Blacksmith's Bench.

The Blacksmith's Bench would provide a means for players to repair their weapons. The blacksmith bench includes an “anvil” which reads the weapon's tag to identify the weapon, while the bench's hammer allows the player to restore their weapon's condition through forging.

1. Communication with MAGE System

1.1. The system must be able to transmit MIRP packet through IR

2. Weapon Repair

2.1. The anvil shall feature an RFID/NFC reader system capable of reading RFID/NFC tags implanted in player's weapons at a range of up to 10 cm and have a read area of at least 15 cm².

2.2. A forging hammer must be used in the repair process, with a single hammer “strike” indicating damage repair.

2.3. Hammer “strikes” must be detected, making repair of the weapon a physically involved process. The intensity of the “strike” must be measured and used to determine the amount of repair.

2.4. Every time a successful strike has been made, it will send healing MIRP packets to the weapon.

2.5. If an improper strike has been made by the hammer the device will send damage MIRP packets to the weapon.

3. Visual/Audio Indicators

3.1. A realistic audible indication must occur when the hammer has successfully made a “strike” to the weapon.

3.2. The anvil must visually indicate a hammer “strike” when repairing the weapon.

3.3. A weapon condition indicator must be present to display the condition of the weapon to the player as it is being repaired. This can be located on the hammer or anvil

3.4. The system should indicate what weapon is being healed. The RFID/NFC tags may be pre-defined

4. Power

4.1. The bench should provide a USB compliant port for recharging weapons

4.2. The bench should be rechargeable without disassembly

5. Physical Layout

5.1. The device must include a blacksmith anvil and forging hammer.

5.2. The blacksmith bench must be portable and allow players to rest their weapon on the bench itself.

5.3. Must be large enough to accommodate all current MAGE system weapons.

5.4. For transportation, the hammer should be securely stored to the anvil.

5.5. The hammer may not be tethered to the anvil during use.