

First, I would like to thank you for giving us an opportunity to help you shape the development, even if shaping is just shaving off the splinters so nobody else gets hurt.

I am currently a software and systems engineer at Britten Banners and one part of a three-man IT department covering a four-building campus of 200 users, running a mixed environment between PC's and Macs. I have an Associates of Applied Science in Computer Information Systems from Northwestern Michigan College and I am CompTIA A+ Certified.

I have been an avid video gamer since my early gradeschool days with the Odyssey 2 and TI 99/4A. I saved up my paper route money for months to purchase an NES for my family when I was in 4th grade and was mesmerized by RPG's ever since the original Final Fantasy was released in the U.S. I also worked in a comic book store for three years and have a decent stash of long boxes full of Marvel, Image, and Vertigo titles.

Multi-player Action RPG's are my favourite types of games. When I was 19, I purchased Diablo after building my own 486 tower in 1996. I loved the atmosphere and I loved playing the hero, but my skills at the time couldn't cope. To be honest, I enjoyed the game, but found it too challenging and frustrating in the later levels and set the game aside after a few weeks of playing it. I wished I could go back and fight more similar level monsters to level my character up, but the game didn't allow it. My best friend borrowed it and said we should try playing together. Then we took the first steps to online multi-player by dialing up and trying to connect. The entire feeling of the game changed for me. Now we were an army of two, and we weren't just meager explorers fearfully trying to do the right thing, we were Tristram's Avengers. Another friend joined us and we played nightly after working at the movie theater until dawn, slept a couple of hours and then worked at the music store or at the comic book store. We did this for months. Diablo II's release saw the same behaviour from us. Pure glee.

I have been lucky enough to participate in a few closed betas over the years. My first beta test was for Microsoft Windows XP and I offered them performance reviews for various hardware configurations along with various bug reports and interface inconsistencies.

I also assisted in the beta test for Cairo Shell in 2008 before the original developer eventually decided he was unable to continue development and the project sat in limbo for a long time. I was able to assist in the initial alpha testing even while I was on a one month vacation in Japan visiting my girlfriend who is now my fiancée. It was an interesting interface design with a lot of intuitive perks. It's a shame it has been abandoned.

Arena net choose me to play the beta test of Guild Wars a year prior to release. There wasn't much content at the time, but we had some interface suggestions and let them know that the game ran very smoothly on the hardware we were running, as well as any network lag we experienced.

Most recently and more aptly, I am in the closed beta for Grinding Gear Games' Path of Exile and I have been active in the community discussing everything from sound quality to interface quirks and balance issues in both the online forums as well as in-game chat with the developers. When new builds of the game are released, I do what others generally don't and delete my character and play through again instead of just re-specing the character. This not only helps make sure character progression still feels adequate to the storyline without hitting too high of a wall, but it helps take in any changes the devs have made to the environment and general feel of the game.

So, in closing, I love games, I love RPG's, I love comics, I love computers, I love programming, and I

have been told that I am rather articulate. I would love to be part of your beta test team. I want to help make Marvel Heroes something special to millions of people. Perhaps some of them will feel like an Avenger as I did 15 years ago.

Sincerely,

Matthew McGuire (CyberCrystal)