

My Seventh Script For My Video Insert On WWE 2K25

Intro

Ladies and gentlemen, this is Ahmed Raza, and today I'll be discussing and sharing my thoughts on the upcoming WWE 2K game, WWE 2K25.

Pros

One of the most exciting additions in WWE 2K25 is the return of the chain wrestling system. I am really pleased that 2K has brought this back, as it was one of the standout mechanics in WWE 2K19. The chain wrestling mini-game gave matches a more classic feel.

Another feature is the submission mini game from WWE 2k19 making a return.

Again it gives off that classic feel and it's great, however I hope we do also have the option to have the other submission mini game in WWE 2k19 where you keep pressing the same button to fill your bar up.

I also like how we can perform moves on the barricade which is great.

Also another improvement is the enhanced Backstage Brawl mode, which now offers new environments such as the NXT parking lot and the WWE archive warehouse. One of the biggest issues in WWE 2K24 was how limited and repetitive Backstage Brawl felt, especially when compared to older games like WWE 2K19. WWE 2K25 is addressing this by introducing more interactive elements, weapons, and destructible objects, making backstage fights feel more dynamic and engaging. These improvements will bring more variety and realism, making every backstage battle unique.

Cons

While WWE 2K25 introduces some welcome changes, there are still features that should be reconsidered, starting with the intergender match type. This mode, where male and female superstars compete against each other, feels completely unnecessary and out of place.

Seeing a male wrestler perform moves on a female competitor just does not sit right and could make many players uncomfortable. Wrestling should remain true to its real-life structure, where men and women have separate divisions. Keeping divisions separate ensures that the in-game product maintains authenticity and respects the traditional format of WWE matches.

Another ongoing issue is MyFaction, which continues to be a blatant cash grab. This mode forces players to spend real money to acquire in-game currency, which is needed to purchase specific wrestler cards or packs that offer only a chance at obtaining certain superstars. This type of monetization is unfair and should be removed in favor of a more balanced progression system that rewards players based on skill and time spent in the game rather than their willingness to spend extra money.

Another problem that needs to be addressed is The Island mode, an online extension of MyRise. Online career modes like this always come with a major downside—their servers eventually shut down, making the content completely inaccessible. What makes this worse is that the Deluxe Edition of the game includes exclusive cosmetics and bonuses tied to this mode. Once the servers go offline, all of those purchases will become useless.

A far better alternative would be bringing back Road to WrestleMania mode, where players can relive the journey of WWE superstars like Cody Rhodes, John Cena, Seth Rollins, Sheamus, and Roman Reigns, much like the classic SmackDown vs. Raw series.

Additionally, Showcase Mode should strictly focus on real historical matches rather than fantasy "what-if" scenarios. While dream matches may seem appealing, they take away from what Showcase Mode should truly be about—reliving actual WWE moments. If WWE 2K25 is planning to center the Showcase around Roman Reigns, it should highlight his solo journey and not include unnecessary matches involving other Bloodline members.

How WWE 2K25 Can Improve Over WWE 2K24

The combo system should be removed in WWE 2K25. WWE 2K22, 23, and 24 are the only games in the series to have it, and it feels like 2K tried to lean into fighting game mechanics with those titles. I've played WWE 2K22 and 23 at my cousin's house, but I waited to buy WWE 2K24. From playing these three games, it's clear the combo system doesn't belong in a WWE 2K game.

The series is a wrestling game franchise, not a fighting game, and the combo system ruins its identity. It honestly feels like 2K doesn't even understand the difference between a wrestling game and a fighting game. On top of that, the combo breaker system makes things worse. Combo breakers let players interrupt combos by just pressing the same attack button. This removes the need for skillful counters and makes the game feel too random and unbalanced. It turns matches into a guessing game rather than a test of strategy and timing.

Community Creations in WWE 2K24 had major issues where if you downloaded custom attires for wrestlers then it downloaded it as a separate character. Also when it comes to downloading arenas, you have to manually export them through the arena menu which I don't like for I would prefer it to automatically appear in the arena's section where you choose which arena you wanna have a match in.

The Irish whip system in WWE 2K24 was inconsistent. At times, pressing the Irish whip button without holding it would still send opponents out of the ring unexpectedly. This made gameplay feel broken and unpredictable. WWE 2K25 should refine this mechanic to ensure more precise and responsive controls.

Unlimited attire slots should return. WWE 2K24 limited players to just two alternate attires per superstar, which was a step back from older games like WWE 2K19.

WWE 2K25 should allow players to have unlimited alternate attires to give more freedom in customization and personalization.

Ideas

I have got a lot of ideas for WWE 2K25, like firstly, having Dean Ambrose make his return to the WWE 2K franchise so that in Showcase, we can play some of Roman's matches when he was alongside The Shield. While this may be unlikely due to his signing with AEW as Jon Moxley, an AEW pack featuring wrestlers from the promotion could be a great way to introduce him and others into the game. If that is not possible, having Dean Ambrose as an unlockable character in Showcase Mode, with both his Shield attire and his later jeans-and-tank-top look, would be a great compromise.

Another feature that should be reintroduced is quick-time events during Showcase cutscenes, similar to WWE 2K16. These moments added more interactivity and immersion, making it feel like players were truly part of the match.

When it comes to Community Creations, we should have a mode where you can create and design your own logos and where you can import other logos that you can use on Arenas and also use as the main picture for your Arena when you select an arena. Also have a mode where you can edit and make your own custom titantrons alongside custom animations for intros, for the arenas for example you can have a custom AEW animated intro for a custom AEW arena.

2K should also bring back popular match types such as Buried Alive, I Quit matches, and Create-a-Story mode. These modes were fan favorites in previous WWE games and should make a return to add more depth to the gameplay. Additionally, new match types like the Strap Match should be introduced, giving players more variety in match stipulations. Another key improvement would be allowing finishers to be performed on steel steps and against the barricade, adding a new level of realism and brutality to matches.

Outro

WWE 2K25 has the potential to be a great game, but 2K needs to listen to the fans and make these improvements. What do you think? Do you agree with these points? Let me know in the comments below! If you enjoyed this video, don't forget to hit the like button and subscribe.

