

My Sixth Script For My Video Insert On WWE 2K25

Intro

Ladies and gentleman, this is Ahmed Raza and today I am going to be talking about the upcoming WWE 2K game, WWE 2K25.

Pros

So firstly let's talk about one of the most exciting additions in WWE 2K25 is the improved chain wrestling system. I am honestly happy that 2K have brought back chain wrestling for the things that I liked in WWE 2k19 was the chain wrestling mini game. It does give it the classic feel which I definitely like. Hopefully, WWE 2K25 will allow players to choose between this system and the one where you press a specific button as quickly as possible to fill the bar, giving players more control over how they want to play.

Backstage Brawl has been improved in WWE 2K25, offering new areas to fight in, such as the NXT parking lot and the WWE archive warehouse. This expansion adds more variety to backstage fights and enhances the immersion of the mode, giving players more locations to create exciting and chaotic brawls. In WWE 2K24, the Backstage Brawl mode felt limited, with not much to do compared to WWE 2K19. WWE 2K25 aims to improve this by providing more interactive elements, weapons, and destructible environments to make backstage fights more engaging.

Cons

The Intergender match type should be removed in WWE 2K25 for Seeing a man wrestling with a woman and performing wrestling moves on her feels absolutely awkward and wrong. Men and women should have separate divisions and shouldn't be wrestling with the opposite sex for I would personally feel uncomfortable so would other people seeing a man just wrestling around with a woman especially for the woman's sake for what if she is taken advantage of.

MyFaction is another major problem that needs to be addressed. This mode is a cash grab on 2k's part for it forces players to spend money on in-game currency for the purpose of either buying a specific card or variation of wrestlers or even a pack that gives you 50 percent chance of giving you the card that you want.

The Island, which serves as an online extension of MyRise, is another feature that should not be in WWE 2K25. Online Focused career modes inevitably shut down over time, making the content inaccessible. The Deluxe Edition includes cosmetics for the custom character but once the servers go offline, those purchases become completely useless and a complete waste of money. This is a major reason why players should avoid investing in the Deluxe Edition, as its extra content will eventually become irrelevant. A better alternative would be a road to Wrestlemania mode where you play as an existing WWE superstar like Cody Rhodes, John Cena, Seth Rollins, Sheamus and Roman Reigns similar to the Smackdown Vs Raw franchise.

Showcase mode should strictly focus on real historical matches rather than fantasy or "what-if" scenarios.

We want to relive actual moments from WWE history, not hypothetical dream matches that never happened. By keeping Showcase grounded in reality, the mode would be far more engaging and enjoyable for players.

And also, I wish the showcase mode was mostly focused on Roman Reigns and didn't include matches with other members of the bloodline.

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 do have a lot of ideas for WWE 2k25 like Dean Ambrose making his return back to the 2K franchise so that we could play some of Roman's matches when he was alongside the Shield, however it would be unrealistic for the WWE would not want anything to do with him for he has signed over to AEW, or how about an AEW pack containing other wrestlers alongside Jon Moxley and have Dean Ambrose as a unlockable character in showcase with two attires that you unlock for one could his Shield attire and the other be him with the jeans and the black or white tank top.

Additionally, 2K should bring back quick-time events in Showcase cutscenes, similar to WWE 2K16 so that we can get more interactivity in the matches.

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.