

## Intro

WWE 2K25 is just around the corner, and there's a lot to talk about! This year's game has some exciting new features, but also some major flaws that need to be addressed. In this video, we'll break down the pros, the cons, and the ideas that could make WWE 2K25 the best wrestling game yet. So, let's get into it!

## Pros

One of the most exciting additions in WWE 2K25 is the improved chain wrestling system. This makes matches feel more technical and realistic, giving players greater control over grappling exchanges.

The new submission mini-game is another great feature that has been revamped to make submissions more engaging and skill-based compared to previous years.

The expanded superstar roster is another highlight, featuring legends, current superstars, and rising talent to make this the most diverse WWE 2K lineup yet.

Additionally, the animations have been refined to be more fluid, making moves and transitions smoother than ever before, adding an extra level of realism to the gameplay experience.

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

Intergender matches should not be included in WWE 2K25. Seeing a male superstar performing power moves on a female superstar breaks immersion and does not reflect the actual WWE product. It can feel awkward and out of place, making it an unnecessary feature in the game.

MyFaction is another major problem that needs to be addressed. This mode forces players to grind excessively or spend real money, making it a blatant cash grab rather than a fun and rewarding game mode. It should be removed entirely to focus on more substantial gameplay experiences.

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 exclusive cosmetics and bonuses for The Island, but once the servers go offline, those purchases become completely useless. 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 to have a permanent single-player career mode that players can enjoy at any time, rather than an online-dependent mode that has an expiration date.

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

## Ideas

One major improvement WWE 2K25 could introduce is the return of Dean Ambrose as an unlockable character in Showcase mode. Even though Jon Moxley is currently signed with AEW, 2K could still include his WWE persona, Dean Ambrose, for historic matches featuring The Shield. This would allow players to relive some of Roman Reigns' most iconic moments with The Shield. He could come with two unlockable attires—one featuring his Shield gear and another showcasing his classic jeans-and-tank-top look.

Even though Jon Moxley is signed over to AEW, 2K could also introduce an AEW pack containing other wrestlers alongside Jon Moxley. This would allow players to experience fresh matchups and unique encounters, bridging the gap between WWE and other major wrestling promotions. Dean Ambrose could be an exclusive unlockable character in Showcase mode, maintaining his presence in the WWE 2K universe while also allowing fans to play as Jon Moxley in the AEW pack.

Road to WrestleMania should return as the primary career mode instead of MyRise. Rather than forcing players to create their own superstar, this mode would allow them to play as an existing WWE superstar like Cody Rhodes, Seth Rollins, or Roman Reigns and follow their journey to the grandest stage of them all. This would be a much more immersive experience, letting players relive iconic storylines with their favorite WWE superstars.

Additionally, 2K should bring back quick-time events in Showcase cutscenes, similar to WWE 2K16. These quick-time events would add an extra layer of interactivity, making the player feel more involved in key moments. The removal of the slingshot tech has made certain sequences feel more passive, so reintroducing quick-time events would help bring Showcase mode to life again.

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.

## **How WWE 2K25 Can Improve Over WWE 2K24**

The combo system in WWE 2K24 felt too much like a fighting game, making it feel out of place in a wrestling title. WWE 2K25 should remove this system and go back to a more traditional wrestling control scheme that focuses on realistic and fluid gameplay rather than complicated button combinations.

Community Creations in WWE 2K24 had major issues where downloaded attires or wrestlers created an entirely new character slot instead of applying directly to an existing superstar. This cluttered the roster and made customization frustrating. WWE 2K25 should fix this by allowing custom attires to be applied to a superstar's default model instead of generating a duplicate version. where downloaded attires or wrestlers create an entirely new character slot instead of applying directly to an existing superstar. This clutters the roster and makes customization frustrating. WWE 2K25 should allow custom attires to be applied to a superstar's default model instead of generating a duplicate version.

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.

## 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 like, subscribe, and hit the notification bell for more WWE 2K content. See you in the next one!