

## **Intro**

Welcome ladies and gentleman, this is Ahmed Raza and today, I am going to talk about and share my thoughts and options on the upcoming WWE 2K game, WWE 2K25.

## **Pros**

One of the best new features in WWE 2K25 is the return of the chain wrestling system. I'm really pleased that 2K has brought this back, as it was a standout part of WWE 2K19. The chain wrestling mini-game now gives you more control—letting you switch holds, tighten them, or drive your opponent to the ropes. This adds more strategy and realism to the matches.

Another feature I am excited about in WWE 2K25 is the new submission mini game. In WWE 2K19, you used the right stick to control a circular struggle, overlapping your cursor with your opponent's to either apply or escape a submission. Later games switched to a button-mashing method that feels less strategic and more about speed. I really hope we get to choose between the right-stick system from WWE 2K19 and the button-mashing approach so players can pick the method that suits their play style best.

Backstage Brawl mode is also improved. It now offers new areas like the NXT parking lot and the WWE archive warehouse. WWE 2K24's backstage brawls felt limited and repetitive compared to older games like WWE 2K19, so it's great to see WWE 2K25 adding more interactive elements, weapons, and destructible objects to make the fights more dynamic and engaging.

## **Cons**

Despite some good changes, there are still things that need fixing. The intergender match type—where male and female superstars wrestle each other—feels out of place. It can be uncomfortable to see a male wrestler performing moves on a female competitor. Wrestling should follow a real-life structure, with men and women in separate divisions, to keep the authenticity and tradition of WWE matches.

MyFaction continues to feel like a cash grab. This mode forces players to spend real money for in-game currency needed to purchase wrestler cards or packs that only sometimes give you the superstars you want. The system should reward skill and time rather than extra spending.

The Island mode, an online extension of MyRise, also poses problems. Online modes like this eventually lose their servers, making the content inaccessible. With the Deluxe Edition tying exclusive cosmetics and bonuses to this mode, those purchases become useless when the servers shut down. A better option would be a return to Road to WrestleMania mode, where you can relive the journeys of superstars like Cody Rhodes, John Cena, Seth Rollins, Sheamus, and Roman Reigns—much like the classic SmackDown vs. Raw series.

Another major concern is that WWE 2K25 is still on last-gen consoles like the PS4 and Xbox One. These systems have weaker processors, less RAM, and slower storage, so 2K has to cut back on many features. Advanced mechanics that need a lot of memory, smart AI, or real-time graphics often have to be simplified or removed. This is probably why we don't have Create-a-Story, since that mode requires handling many story paths, custom cutscenes, and extra animations—all of which need a lot of processing power. By supporting older hardware, 2K is limited and can't fully use the power of the PS5 and Xbox Series X/S.

Lastly, Showcase Mode should focus solely on real historical matches instead of fantasy "what-if" scenarios. Dream matches are fun, but they take away from the authenticity of reliving actual WWE moments. In my opinion, Showcase should be all about Roman Reigns and tell his solo story, without including matches with other Bloodline members that distract from his journey.

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

There are several areas where WWE 2K25 could be better. One big issue is the combo system. WWE 2K22, 2K23, and 2K24 had the combo system which didn't really fit in a wrestling game. The combo breaker system makes matches feel like a guessing game instead of a true test of skill. Removing these features could help bring the series back to its roots.

Another frustrating issue in WWE 2K24 is Community Creations. When you download custom attires for existing wrestlers, the game often creates a whole new character instead of adding an alternate outfit to the original superstar. Also, arenas downloaded from Community Creations don't show up automatically in the arena menu—you have to export them manually, which is an extra hassle.

A further area for improvement is the reversal animation system. In WWE 2K24, some reversal animations feel off and hurt the realism of the simulation. For example, when playing as Seth Rollins against a heavyweight like Omos, reversing an attack ended with Rollins doing a German suplex—a move that seems unrealistic given the size difference. Similarly, if Rollins tries his Curb Stomp and the opponent reverses, the move unexpectedly shifts to an RKO—a move that should really be exclusive to Randy Orton. Instead, heavier wrestlers should show a more resistant reaction, like shrugging off the move, while lighter wrestlers might roll away or dodge. Matching reversal animations to a wrestler's size and strength would make the game feel more real.

One major improvement WWE 2K25 should make is by giving players more control over selecting which participants they want in the Royal Rumble. In WWE 2K24, it took me way too long to manually choose who I wanted in the match, constantly scrolling through the roster and adjusting each slot individually. Instead of relying on a completely random roster selection, there should be an option to customize the lineup based on three distinct categories: active superstars, legends, and custom wrestlers. This would allow players to craft their ideal Rumble experience—whether they want a match filled with only current WWE talent, a nostalgic battle of legends, or a mix that includes their own created superstars. A simple toggle system could let players choose the percentage of each category in the match, ensuring a more personalized and immersive experience. It took me forever to set up the Royal Rumble in WWE 2K24, and by the time I was done picking the participants, I was already exhausted before the match even started.

Another issue that WWE 2K25 needs to fix is the painfully slow pin count animations. In WWE 2K24, there were so many moments where I would hit a big move, go for the pin, and then have to wait forever for the referee to drop down and start counting. It completely ruined the pacing of matches, especially in intense situations where a quick pinfall could have added to the drama. Sometimes, the ref would take so long to get into position that my opponent had already recovered enough to kick out, making the entire pin attempt feel pointless. A faster, more responsive pin count system would make matches feel much smoother and prevent those frustrating moments where it feels like the referee is moving in slow motion.

And finally Irish Whip system also needs fixing. In WWE 2K24, pressing the Irish Whip button without holding it often sends opponents flying out of the ring unexpectedly. Lastly, limiting players to only two alternate attires per superstar is a step back from WWE 2K19 and reduces customnization options.

## **Ideas for WWE 2K25**

I have got a lot of ideas for WWE 2K25. My first idea is for Dean Ambrose to make his return back to the WWE 2K franchise so that in Showcase, we can play some of Roman's matches from his time with The Shield. Its probably urealsistic for The WWE want not want anything to do with for he has signed over to AEW, or how about an AEW pack containing wrestlers from that promotion Alongside Jon Moxley and have Dean Ambrose as an unlockables character in Showcase with two attires that you unlock for the first attire that you unlock would be his Shield attire and the next one could him with jeans and the white or black tanktop.

Another feature that should return is quick-time events during Showcase cutscenes, similar to WWE 2K16, to add more interactivity and immersion during key moments.

Community Creations has always been one of the most exciting parts of WWE 2K games, letting players upload and share custom content. However, this system could be taken further with a mode that lets players design their own logos, titantrons, and even animated arena intros. Right now, you can only upload basic logos, but imagine being able to create custom animated titantrons—your own entrance videos—along with animated arena intros, like a unique AEW-style intro for an AEW arena or a dynamic sequence for your own wrestling promotion. Additionally, players could design or import logos that not only appear in these animations but also serve as the thumbnail for custom arenas when choosing them in the menu. And also being able to create custom arena loading screens for custom arenas.

I also have an idea for Showcase mode: (pause) one for Roman Reigns, (pause) and for Cody Rhodes, and (pause) one to relive great historic WWE matches. And if players don't want to play through the entirety of Showcase, (pause) include a pack that is like the Accelerator and Supercharger pack combined, where you unlock all the main unlockables such as (pause) superstars, (pause) arenas, and (pause) championships.

It would be great to import custom music that we can use for a custom superstar like WWE 2K14.

And also Classic match types should return. Modes like Buried Alive, I Quit matches, and Create-a-Story have long been fan favorites, and new match types like the Strap Match could add even more variety.

## **Outro**

WWE 2K25 has the potential to be a great game, but it all depends on whether 2K listens to fan feedback and makes the necessary changes. What do you think? Do you agree with these points? Let me know in the comments below. If you enjoyed this discussion, please like the video and subscribe for more content.