**Is this year's NBA 2K25 a turnaround year?**

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Every year it never fails for 2K Sports to tell us fans “this year's 2K will be different, with different player models, different animations and different ways to play your experience”, and every year the fans are let down. 2K has been a basketball game powerhouse ever since it was released, and every since NBA Live went down under, 2K has had a monopoly on the genre, However, this has caused the game to be stagnant for years, and even when new things are added, it feels like recycled older features that are reintroduced under a new name from previous games. NBA 2K25 feels like a step in the right direction, but a small step. The graphics of the game are largely the same, with some players getting new or updated models. The gameplay is changed slightly, which gives more unique players their own style, which eventually will result in every player in the game playing totally different, identical to their real life counterparts. The community however understands that these things take time, but the basic mechanicals of playability of the title should not be shaky from release. Issues such as server connections, identical clothes and shoes for multiple game interactions in a row and offense/defense abilities are what majority of the fanbase complain about and rightfully so. NBA 2K needs to take a play out of their own 2K playbook and skip a year of the series like their WWE 2K partner. This could be done by simply having a moderate update next year for 2K25, with new models and players being released, with even an animation pack or two, and would give the development team a extra year to work on basic mechanics of the eventual NBA 2K27 and re-energize the game, being the passion back to the community, and give a fresh start to the name of NBA 2K.