

End-of-quarter highlights displaying the quarter's best plays have been added as well. This feature adds more of a TV-presentation style to the fold, similar to what you would see during an ESPN or TNT broadcast. The championship celebration is said to be better as well. Do we get cut-scenes of the guys standing on the podium accepting the trophy from the commissioner? How about the presentation of the MVP trophy? And is Cheryl Miller going to have cut-scenes showing her interviewing the top performer of the half?

### Online Features

Here is where things get a little hairy. As most of you already know, NBA Live 09 announced that it will have a featured called "365" that will update player tendencies and ratings daily based on current performance. There will also be player-specific DNA that takes into account the different styles of NBA players and that will be reflected in the 365 updates as well.

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Now we get a chance to look at the features list for NBA 2K9 and we see that it too has a feature with player-specific DNA. The community is starting to wonder if the NBA 2K9 development team copied the idea from the NBA Live folks or if it was the other way around. Some skeptics think that EA Sports decided to capitalize on the well-known fact that 2K Sports does not release many early details about the upcoming NBA 2K game. So by holding an event and press conference before 2K Sports at E3, NBA Live 09 could announce the feature first and make it appear that NBA 2K9 is copying the idea.

The common theme seems to be that the die-hard NBA 2K fans know the series is light-years ahead of NBA Live so the thinking is that Live is piggy backing off of NBA 2K. The sentiment is that NBA 2K is always the best basketball game on the market so naturally the player-specific DNA was 2K Sports' idea in the beginning. Some are optimistic and truly feel that NBA 2K9 development team listened to the cries and provided a way to update things daily. In actuality we may never know who came up with the concept first. The only thing that's clear is that NBA Live's DNA feature has a real-life license that feeds the game the real NBA data, whereas 2K's feature probably works via its own engine and doesn't take into account real-life happenings.

There are still users sounding off about what changes they hope to see in the upcoming game. The banter back and forth becomes mundane because 2K Sports has usually done a good job at making the NBA 2K series a thing of beauty. You will always see users complaining about the accuracy of the passes through the lane to cutters or the effectiveness of the pick-and-roll, but for the most part there really isn't anything gameplay-related that should make you raise a stink.

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The humorous thing about the previous lack of information is found when perusing the message boards at Operation Sports and the forums over at the 2K Sports site. There are always people claiming to love the previous installment of NBA 2K, but those same people are always saying that they heard NBA Live was working to close the gap. I have to laugh when I read those posts because they are reminiscent of my glory days long ago. I too hoped for NBA Live to overthrow the ruler (if you don't believe me then check my [open letter to 2K Sports](#)) but I have now come to my senses.

Everyone has heard the saying that there are no sure things. Most people believe that there are no absolutes in life; and those of us that do, know that when the dust settles and the smoke clears NBA 2K9 will absolutely be the last one standing. I know that regardless of the amount of information that is presented beforehand, there is no need to lose patience and start resigning yourself to only purchasing NBA Live when the season rolls around. I know which game reigns supreme, so stand firm and know that 2K Sports will not let everyone down.