Introduction
As one of the most beloved games of all time, Disney and Squaresoft's Kingdom Hearts (2002) is a crossover between Disney's animated films and Squaresoft's Final Fantasy video game series, focusing on main protagonist Sora's search for his missing friends through various Disney worlds and fighting the forces of darkness. As a crossover between Disney's films and Squaresoft's video games, Kingdom Hearts acts as a crossover of American and Japanese culture. These trends end up being a factor in the direction concerning the game's story and characters.

Development
- Conceived with conversations about Super Mario 64
- Approached Disney with the idea
- Struggled with who would be the main character (Mickey Mouse or Donald Duck)
- Story was revised upon feedback by Final Fantasy creator Hironobu Sakaguchi
- The roles of characters like Kairi and Ansem were changed

Work Cited

Methodology
I will be analyzing the development of the game by:
- Looking on interviews with Tetsuya Nomura reflecting on the game’s development pertaining to certain pieces of information about the changes made to the game’s story
- Historical cultural trends in both Japan and the United States, analyzing the trends present in shows and films at the time of the game’s release

Storyline
- Main Characters: Sora (main protagonist), Donald Duck, Goofy, Riku (Sora’s best friend turned rival), Kairi (Sora’s love interest), Ansem (main antagonist)
- Setting: Various worlds inspired by Disney films like Alice in Wonderland and Aladdin, as well as original worlds like Destiny Islands, Traverse Town, and Hollow Bastion
- Main Objective: Find Riku, Kairi, and Mickey Mouse, save the worlds from the Heartless (creatures of Darkness) and Ansem

Conclusion
This topic is important because it informs potential similarities between Japan and the United States. The two cultures were shown to have two very different sets of values at the time of the game’s release. It also informs the difficult balance of respecting the values of two different cultures. The game’s director, Tetsuya Nomura, had to respect the wishes from Disney and the staff at Squaresoft for what the game is supposed to be like throughout the game’s development. Finding the middle point between the two companies is clearly difficult, especially considering the cultural trends in both countries at the time of the game’s release.