Trees sway in the wind zone:

1. Tree blend in the wind: <https://docs.unity3d.com/2020.1/Documentation/Manual/terrain-Trees.html>
2. Realistic wind effects for trees in Unity: <https://www.youtube.com/watch?v=AYZcqOcP0B4>
3. Leaves in the tree falling (Particle System): <https://www.youtube.com/watch?v=wQJ0_TqoLr4>
4. SpeedTree: <https://docs.unity3d.com/Manual/SpeedTree.html>

Stone/ Rock Fracture:

1. Blender – cell fracture: <https://www.youtube.com/watch?v=E2WLmw2Crcs>
2. Make a object shatter into smaller fragments: <https://gamedevelopment.tutsplus.com/tutorials/how-to-make-an-object-shatter-into-smaller-fragments-in-unity--gamedev-11795>
3. DESTRUCTION: <https://www.youtube.com/watch?v=EgNV0PWVaS8>

Weather: <https://www.youtube.com/watch?v=pkwzkEMrO-Y>