**ZONE 1 (Hay Fields):**

1. Player spawn point
2. Raspberries (food source)
3. Water well (water source, can’t use without rope and bucket)
4. Straw/hay piles (source of **straw**)
5. Stream (zone boundary, source of water, requires bucket)
6. Fish (food source, requires fishing rod)
7. Bridge (requires star-based mechanic to “unlock”)

**ZONE 2 (Apple Orchard/Cornfields):**

1. Apple trees (source of wood, requires axe)
2. Apples (food source, requires ladder)
3. **Twigs**
4. Corn (food source, requires cooking)
5. Stone wall (zone boundary, source of stone, requires wooden pick or ladder)

**ZONE 3 (Wheat Field & Cabbage Patch):**

1. **Stone**
2. Wheat (food source, requires cooking)
3. Cabbage (food source, requires cooking)

**ZONE 4 (Game Level Boundary, inaccessible):**

1. Forest (game level boundary)
2. Big Bad Wolf (opponent, comes from forest at night)