Things we need

* Beatsheet
* Production Plan Document
* Sounds/music
  + Footsteps (snow crunch)
  + Wind (ambient, whooshing)
  + Atmos (ambient sound, natural)
  + Talking/murmuring (non-descript, indiscernible)
  + Ice axe crunch sound
  + Ice axe whooshing before impact
  + Pulling your-self up (parka/nylon sound)
  + Grunt sound during effort (random moments, different grunts, plethora)
  + Pulling ice axe off the wall
  + Background music (either non-diegetic or part of the scene, character is listening and we listen as well, at specific moments to enhance the mood)
  + breathing
* Particle effects/FX
  + Blizzard/snow
  + Fog/mist to cover the bottom
  + Burst of when the ice breaks (ice axe)
  + Crack texture (point of impact)
  + Starfield
  + Breath fog
* Assets (models, environment/character/props)
  + Mountain Everest
  + Tents
  + Lamplight
  + Characters (player +5)
  + Photo Camera
  + Grappling hook?
  + Pickaxes
  + Helmets
  + Mask
  + Ice Goggles
  + Rocks (to sit around in a circle)
  + Climbable wall
  + Grappling rock?