

1. How can we have a level unlock system if we can't complete a level? There is no character controller right now, so how do we complete a level?

Lets make a character controller and allow for player to be able to complete a level.

After this is done, we can worry about the level unlock system

2. Is there any screen or any reference?

No

3. The problem is, I don't seem to understand how the level unlocking code can be written without one level working properly. If you have an idea, please let me know.

I dont have an idea, lets get levels working properly

4. Other than that, please tell me about the main menu. We don't have one yet. So maybe I can work on the main menu first.

The main menu looks great

5. The document also speaks about accessories. I am still concerned about it. I still hope that we are doing full slimes and don't have to manage accessories separately.

The accessories I am referring to are the complete graphics of slimes with glasses, hats, different colors.

Video:

Alright, lets make the character go through the level first

Lets get the levels set up for player to pass

Accessories means (=) complete slime graphic of some featured accessory (color change/glasses/hat/ .etc)

Main Menu and Login Menu look great