The aim of the game is to defeat the boss. The player health is five and the enemy health is 300. Each player attack does 20 damage and each boss attack does one damage. The boss can only damage you when it is on fire, and you can only damage the boss when it is not on fire. There is also a timer that will tell you how long the boss will remain in its current state.

Controls:

Horizontal Movement - Left joystick
Fast Fall - Left joystick down
Dash - East Button (B for Xbox, Circle for PS)
Jump - South Button (A for Xbox, X for PS)
Attack Up - West Button (X for Xbox, Square for PS)
Attack Forward - North Button (Y for Xbox, Triangle for PS)

Important Mechanic Notes:

You can jump onto the walls and jump off of them. The walls are the camera's left and right borders.
You can double jump
Attacking while dashing will cancel the rest of the dash
You can jump, dash, and then jump
You have i frames after you get hit