```javascript
function movePlayer(direction) {
  if (gameOver) return;
  if (direction === "up" && playerY > 0) playerY -= 20;
  if (direction === "down" && playerY < canvas.height - 60) playerY += 20;
  if (direction === "left" && playerX > 0) playerX -= 20;
  if (direction === "right" && playerX < canvas.width - 60) playerX += 20;
}

// Keyboard controls (desktop)
document.addEventListener("keydown", (e) => {
  if (e.key === "ArrowUp") movePlayer("up");
  if (e.key === "ArrowDown") movePlayer("down");
  if (e.key === "ArrowLeft") movePlayer("left");
  if (e.key === "ArrowRight") movePlayer("right");
});

// Touch button controls (mobile)
document.getElementById("btnUp").addEventListener("click", () => movePlayer("up"));
document.getElementById("btnDown").addEventListener("click", () => movePlayer("down"));
document.getElementById("btnLeft").addEventListener("click", () => movePlayer("left"));
document.getElementById("btnRight").addEventListener("click", () => movePlayer("right"));
```