 Game.input.keyboard.createCursorKeys() = true

    if (Game.input.keyboard.createCursorKeys().left.isDown) {

        player.x -=2

        player.animations.play('left')

    }

    else if (Game.input.keyboard.createCursorKeys().right.isDown) {

     player.x +=2

     player.animations.play('right')

     } else {

         player.frame = 4

     }

     if (Game.input.keyboard.createCursorKeys().up.isDown) {

         player.y -=2

    }

     if (Game.input.keyboard.createCursorKeys().down.isDown) {

         player.y +=2

    }

sfera = Game.add.sprite(whereX, whereY, 'sfera')

    sfera.scale.setTo(0.1)

    Game.physics.enable(sfera)

    sfera.body.collideWorldBounds = true

    sfera.body.gravity.y = 200

    sfera.body.bounce.y = 1

    sfera.body.gravity.x = 200

    sfera.body.bounce.x = 1

Game.physics.arcade.collide(dino1, dino2, () => createDino('d1'))

Game.physics.arcade.collide(dino6, dino1, () => dino1.scale.setTo(0))

const createDino = function(image){

const DINO = Game.add.sprite(Game.world.randomX, Game.world.randomY, image)

DINO.scale.setTo(0.6)

Game.physics.enable(DINO)

DINO.body.collideWorldBounds = true

return DINO

}

const moveDino = function(sprite){

    sprite.body.velocity.x += Game.rnd.integerInRange(-10, 10)

    sprite.body.velocity.y += Game.rnd.integerInRange(-10, 10)

}