```javascript
const canvas = document.getElementById("game");
const ctx = canvas.getContext("2d");
const scoreDisplay = document.getElementById("score");
const gameOverSound = document.getElementById("gameOverSound");

const player = { x: 175, y: 350, width: 50, height: 40, speed: 4 };
const block = { x: 100, y: 0, width: 30, height: 30, speed: 2 };
let score = 0;
let moveLeft = false;
let moveRight = false;

document.getElementById("leftBtn").addEventListener("touchstart", () => moveLeft = true);
document.getElementById("leftBtn").addEventListener("touchend", () => moveLeft = false);
document.getElementById("rightBtn").addEventListener("touchstart", () => moveRight = true);
document.getElementById("rightBtn").addEventListener("touchend", () => moveRight = false);

document.getElementById("loading").style.display = "none";

function update() {
  if (moveLeft) player.x -= player.speed;
  if (moveRight) player.x += player.speed;
  if (player.x < 0) player.x = 0;
  if (player.x + player.width > canvas.width) player.x = canvas.width - player.width;

  block.y += block.speed;

  if (block.y + block.height > player.y && block.y < player.y + player.height &&
     block.x < player.x + player.width && block.x + block.width > player.x) {
   score++;
   scoreDisplay.textContent = score;
   block.y = 0;
   block.x = Math.random() * (canvas.width - block.width);
   block.speed += 0.3;
  }

  if (block.y > canvas.height) {
   gameOverSound.play();
   alert("You are trash! Score reset.");
   score = 0;
   scoreDisplay.textContent = score;
   block.y = 0;
   block.speed = 2;
   block.x = Math.random() * (canvas.width - block.width);
  }
```

```
}

function draw() {
  ctx.clearRect(0, 0, canvas.width, canvas.height);
  ctx.fillStyle = "red";
  ctx.fillRect(player.x, player.y, player.width, player.height);
  ctx.fillStyle = "lime";
  ctx.fillRect(block.x, block.y, block.width, block.height);
}

function loop() {
  update();
  draw();
  requestAnimationFrame(loop);
}
loop();
```