

```

var config = {
  type: Phaser.AUTO,
  width: 800,
  height: 400,
  physics: { default: "arcade", arcade: { gravity: { y: 500 }, debug: false } },
  scene: { preload: preload, create: create, update: update }
};

var player;
var cursors;

function preload() {
  this.load.image("player", "https://example.com/player.png"); // Replace with actual player
  image URL
  this.load.image("ground", "https://example.com/ground.png");
}

function create() {
  this.add.image(400, 200, "ground");
  player = this.physics.add.sprite(100, 300, "player").setCollideWorldBounds(true);
  cursors = this.input.keyboard.createCursorKeys();
}

function update() {
  if (cursors.left.isDown) {
    player.setVelocityX(-160);
  } else if (cursors.right.isDown) {
    player.setVelocityX(160);
  } else {
    player.setVelocityX(0);
  }

  if (cursors.up.isDown && player.body.touching.down) {
    player.setVelocityY(-350);
  }
}

var game = new Phaser.Game(config);

```