

In the picture below:

- The left wall was generated by `draw_upside_down_wall(rectangle1, 8, window)`
- The right wall was generated by `draw_upside_down_wall(rectangle2, 4, window)`

where

- **rectangle1** is `rg.Rectangle(rg.Point(140, 240), 30, 20)`
- **rectangle2** is `rg.Rectangle(rg.Point(400, 200), 50, 50)`
- **window** is the same **550 x 300** window in each call.

