In the picture below:

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

where

- **rectangle1** is   **zg.Rectangle(zg.Point(250, 30), 30, 20)**
- **rectangle2** is   **zg.Rectangle(zg.Point(470, 40), 50, 50)**
- **window** is the same **550 x 300** window in each call.