

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

