

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(125, 230), rg.Point(155, 250))`
- `rectangle2` is `rg.Rectangle(rg.Point(375, 175), rg.Point(425, 225))`
- `window` is the same `550 x 300` window in each call.

