

/mahjong

GameServer.py

GameClient.py

/mjgame

\_\_init\_\_.py

/system

\_\_init\_\_.py

core.py

game.py

player.py

tehai.py

/players

\_\_init\_\_.py

human.py

ai.py

/graphic

\_\_init\_\_.py

graphic.py

/image

/mjhai

/font