

## SeaQuest Distribution - Feature #5520

### build modules

02/26/2014 01:44 PM - Brian Tice

<b>Status:</b>	New	<b>Start date:</b>	02/26/2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Brian Tice	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
All build scripts use a similar pattern. Make each an instance of a Package class. There are external and seaquest types.			