

M9 - Method Contract

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Operation: + `travelToSystem(solarSystem: SolarSystem, solarSystemButton: Button)`, where `travelToSystem` is a public instance method of `MapUIController`, where `solarSystem` is a valid solar system object that is located in this galaxy and `solarSystemButton` is a valid button clicked by the user to travel to the solar system.

Preconditions: The player has enough fuel to travel to the solar system. The player has paid any and all rents (mercenaries, etc.).

Postconditions: The player's ship's fuel has been deducted. The player may or may not be at their selected solar system, depending on whether or not they had a random encounter and the actions they chose. The player's number of credits and the player's ship's health may have been changed if there was a random encounter. The player's current planet will be changed to match a planet in the new solar system. All other attributes of the player and player's ship will be unaffected. Finally, the user will be on the planet navigation screen.