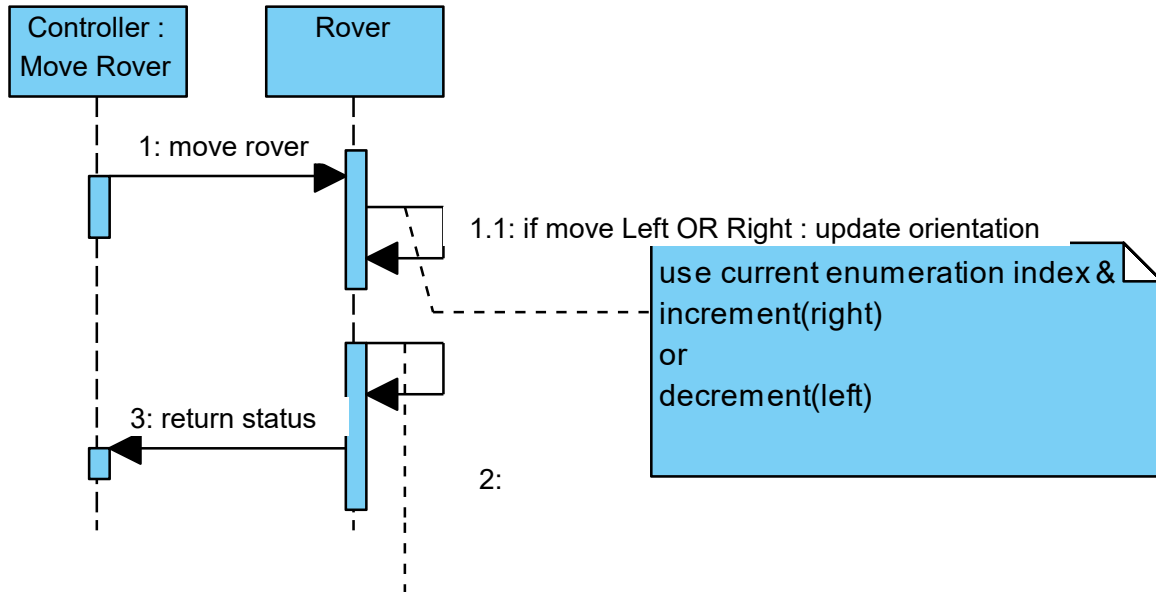


# sd [MoveRover]



Move:

```

if (current direction == North) && ((currentPosition.y + 1) <= map.maxSize.Y)
    currentPosition.Y++;
else if (current direction == East) && ((currentPosition.x + 1) <= map.maxSize.X)
    currentPostion.X++;
else if (current direction == South) && ((currentPosition.y - 1) >= 0)
    currentPosition.Y--;
else if (current direction == West) && ((currentPosition.x - 1) >= 0)
    currentPostion.X--;
    
```

TBD: update rovers in controller attributes:  
maps in use / rovers in use

