

Contract MapScreenController: travel

Operation:	travel(ActionEvent: actionEvent)
Cross References:	Use Cases: Starts turn, Sequence Diagrams: starts turn
Preconditions:	The user has selected a planet and the ship has enough fuel to travel.
Postconditions:	<ul style="list-style-type: none">-The current planet and current solar system are updated-A RandomEvent is created and called.-Fuel is removed from the ship-A market for the planet is created.-A shipyard for the planet is created.-The PlanetScreen is displayed.