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:** -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.