

# **Blockchain Security | Smart Contract Audits | KYC**

MADE IN GERMANY

# Audit

Security Assessment 11. January, 2022

For

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Version	Date	Description
1.0	11. January 2022	<ul><li>Layout project</li><li>Automated- /Manual-Security Testing</li><li>Summary</li></ul>

#### Network

Binance Smart Chain (BEP20)

#### Website

https://curtisswords.xyz/

#### **Telegram**

https://t.me/curtissword

#### **Twitter**

http://twitter.com/curtissword\_nft

#### Medium

https://medium.com/@curtissword1

#### Discord

https://t.co/pbppleVNAY

#### Youtube

https://youtu.be/QYsMzxl15yk

## **Description**

Curtis Sword is a 3D NFT ARPG Metaverse Mobile Game, founded in 2020, with the goal of exploring the value of Tokens and NFT in the encrypted world on blockchain.

Players will have full autonomy to explore and enjoy fun blockchain games, interactive social network space and a wide range of products and services.

Curtis Sword is an innovative blockchain game with more than 100 maps, and our Curtis Sword union is not only a gathering place for game players to communicate, but also a decentralized chemical industry with information integration, venture capital, and union membership autonomy.

The community is similar to the DAO in the encrypted world. Curtis Sword players will be able to purchase and own the mainland identity represented by NFT tokens, collect exclusive NFT collections, and develop and utilize their assets in Curtis Sword (virtual characters, virtual equipment, virtual world items, tools, etc.)

More importantly: The Curtis Sword DAO union will increase the economic value of GameFi through "play to earn" system and distribute game revenue to every union member. In Curtis Sword, union members can use CSC to join the mainland. Our economic system will be fully driven by CSC tokens, used from transactions to the purchase of goods and services, and provide union members the sustainable economic model in a new meta-universe. Our desire is not only to build a game of economic sustainability, but also to create a new type of crypto world where you can have a relaxing moment or get familiar with the financial market, build your own financial system, and learn blockchain's knowledge or follow the union to explore.

The change of the original Facebook name to Meta has surprised the world with the development of "meta universe". Curtis Sword will provide a brand new experience for union members to realize their self-worth in the encrypted world and devote themselves to this new "Meta Universe".

#### **Project Engagement**

During the 10th of January 2022, **CurtisSwordCoin Team** engaged Solidproof.io to audit smart contracts that they created. The engagement was technical in nature and focused on identifying security flaws in the design and implementation of the contracts. They provided Solidproof.io with access to their code repository and whitepaper.

## Logo



# Contract Link v1.0

https://bscscan.com/address/
 0x4eee88962eb0af62c3eb5e8436aa4962995c528f#code

# **Vulnerability & Risk Level**

Risk represents the probability that a certain source-threat will exploit vulnerability, and the impact of that event on the organization or system. Risk Level is computed based on CVSS version 3.0.

Level	Value	Vulnerability	Risk (Required Action)
Critical	9 - 10	A vulnerability that can disrupt the contract functioning in a number of scenarios, or creates a risk that the contract may be broken.	Immediate action to reduce risk level.
High	7 – 8.9	A vulnerability that affects the desired outcome when using a contract, or provides the opportunity to use a contract in an unintended way.	Implementation of corrective actions as soon aspossible.
Medium	4 – 6.9	A vulnerability that could affect the desired outcome of executing the contract in a specific scenario.	Implementation of corrective actions in a certain period.
Low	2 – 3.9	A vulnerability that does not have a significant impact on possible scenarios for the use of the contract and is probably subjective.	Implementation of certain corrective actions or accepting the risk.
Informational	0 – 1.9	A vulnerability that have informational character but is not effecting any of the code.	An observation that does not determine a level of risk

# Auditing Strategy and Techniques Applied

Throughout the review process, care was taken to evaluate the repository for security-related issues, code quality, and adherence to specification and best practices. To do so, reviewed line-by-line by our team of expert pentesters and smart contract developers, documenting any issues as there were discovered.

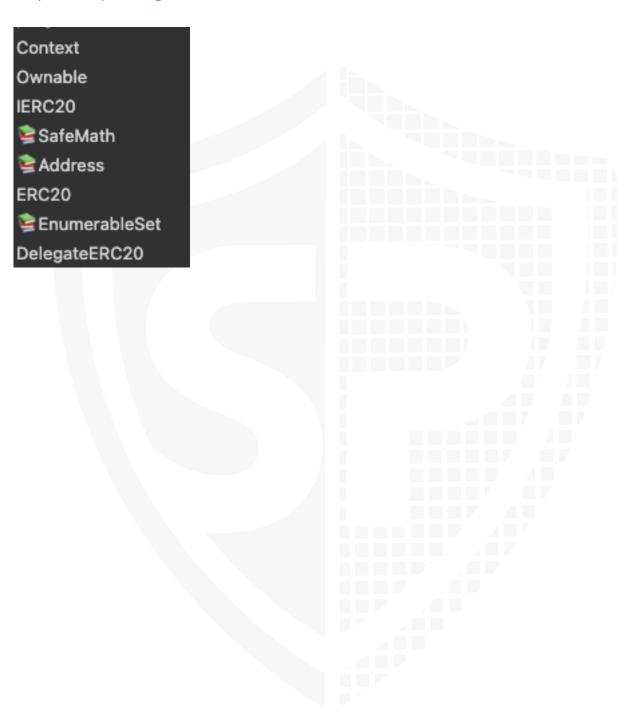
# Methodology

The auditing process follows a routine series of steps:

- 1. Code review that includes the following:
  - i) Review of the specifications, sources, and instructions provided to SolidProof to make sure we understand the size, scope, and functionality of the smart contract.
  - ii) Manual review of code, which is the process of reading source code line-byline in an attempt to identify potential vulnerabilities.
  - iii) Comparison to specification, which is the process of checking whether the code does what the specifications, sources, and instructions provided to SolidProof describe.
- 2. Testing and automated analysis that includes the following:
  - i) Test coverage analysis, which is the process of determining whether the test cases are actually covering the code and how much code is exercised when we run those test cases.
  - ii) Symbolic execution, which is analysing a program to determine what inputs causes each part of a program to execute.
- 3. Best practices review, which is a review of the smart contracts to improve efficiency, effectiveness, clarify, maintainability, security, and control based on the established industry and academic practices, recommendations, and research.
- 4. Specific, itemized, actionable recommendations to help you take steps to secure your smart contracts.

# **Used Code from other Frameworks/Smart Contracts (direct imports)**

Imported packages:



#### **Tested Contract Files**

This audit covered the following files listed below with a SHA-1 Hash.

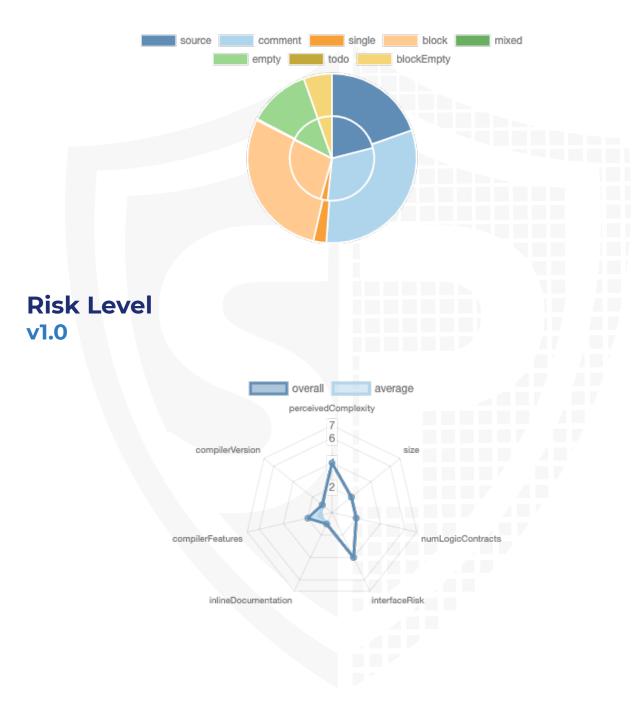
A file with a different Hash has been modified, intentionally or otherwise, after the security review. A different Hash could be (but not necessarily) an indication of a changed condition or potential vulnerability that was not within the scope of this review.

#### **v1.0**

File Name	SHA-1 Hash	
contracts/gold.sol	ee666b442f15fbfa38e4f773eb212574540bebdb	

# **Metrics**

# Source Lines v1.0



# **Capabilities**

#### Components

Version	Contracts	Libraries	Interfaces	Abstract
1.0	3	3	1	2

## **Exposed Functions**

This section lists functions that are explicitly declared public or payable. Please note that getter methods for public stateVars are not included.

Ve	rsion	Public	Payable
1.0		32	0

Version	External	Internal	Private	Pure	View
1.0	10	88	6	10	30

#### **State Variables**

Version	Total	Public
1.0	15	5

# **Capabilities**

Version	Solidity Versions observed	Experim ental Features	Can Receive Funds	Uses Assembl Y	Has Destroya ble Contract s
1.0	^0.6.9 ^0.6.0	ABIEnc oderV2		yes (3 asm blocks)	

Transf Low- Version ers Level teO		New/ Create/ Create 2
-----------------------------------	--	--------------------------------

1.0		yes	yes	
		1	4	



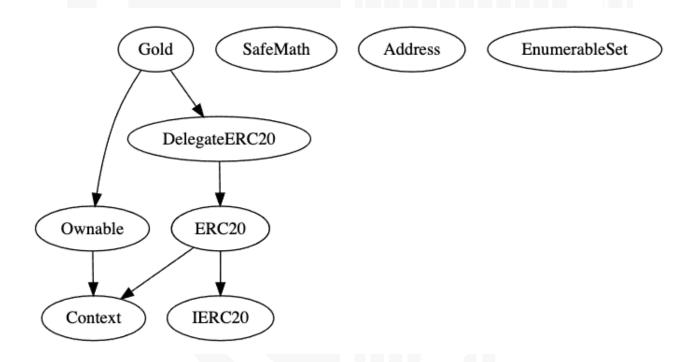
## **Scope of Work**

The above token Team provided us with the files that needs to be tested (Github, Bscscan, Etherscan, files, etc.). The scope of the audit is the main contract (usual the same name as team appended with .sol).

We will verify the following claims:

- 1. Correct implementation of Token standard
- 2. Deployer cannot mint any new tokens
- 3. Deployer cannot burn or lock user funds
- 4. Deployer cannot pause the contract
- 5. Overall checkup (Smart Contract Security)

# Inheritance Graph v1.0



# **Verify Claims**

# **Correct implementation of Token standard**

Tested	Verified
<b>√</b>	<b>√</b>

Function	Description	Exist	Tested	Verified
TotalSupply	provides information about the total token supply	$\checkmark$	<b>√</b>	$\checkmark$
BalanceOf	provides account balance of the owner's account	<b>√</b>	<b>√</b>	<b>√</b>
Transfer	executes transfers of a specified number of tokens to a specified address	<b>√</b>	<b>√</b>	<b>√</b>
TransferFrom	executes transfers of a specified number of tokens from a specified address	<b>√</b>	<b>√</b>	<b>√</b>
Approve	allow a spender to withdraw a set number of tokens from a specified account	<b>√</b>	<b>√</b>	<b>√</b>
Allowance	returns a set number of tokens from a spender to the owner	<b>√</b>	<b>√</b>	<b>√</b>

# Write functions of contract

1. addMinter	
2. approve	
3. decreaseAllowance	
4. delMinter	
5. delegate	
3. delegateBySig	
7. increaseAllowance	
3. mint	
3. renounceOwnership	
0. transfer	
11. transferFrom	
12. transferOwnership	

# Deployer cannot mint any new tokens

Name	Exist	Tested	Verified
Deployer cannot mint	$\checkmark$	$\checkmark$	X

Max / Total Supply: 100.000.000.000

#### Comments:

#### **v1.0**

- · Only Minter can mint
- Only Owner can add/remove new minter
- Minter can only mint if tokens lower than max Supply

# Deployer cannot burn or lock user funds

Name	Exist	Tested	Verified
Deployer cannot lock	$\checkmark$	<b>√</b>	$\checkmark$
Deployer cannot burn	✓	✓	✓



## **Deployer cannot pause the contract**

Name	Exist	Tested	Verified
Deployer cannot pause	_	_	-



# **Overall checkup (Smart Contract Security)**

Tested	Verified
$\checkmark$	$\checkmark$

#### Legend

Attribute	Symbol
Verfified / Checked	$\checkmark$
Partly Verified	
Unverified / Not checked	X
Not available	-

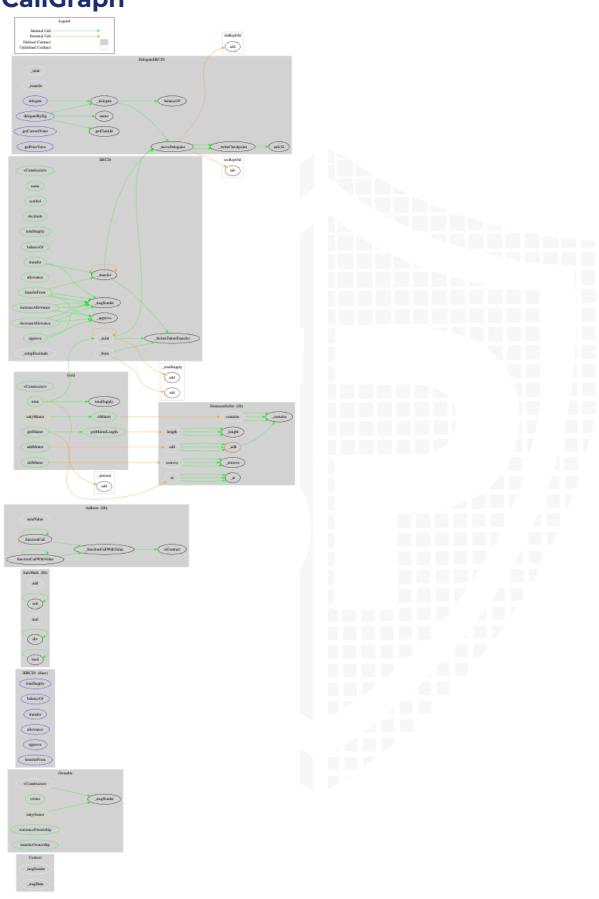
## **Modifiers**

- mint
- ❷ onlyMinter
- addMinter
- ⊗ onlyOwner
- delMinter
- ❷ onlyOwner

#### **Comments**

- · Deployer can enable/disable following state variables
  - \_minters

# **CallGraph**



# **Source Units in Scope** v1.0

Туре	File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score	Capabilities
	contracts/gold.sol	8	1	1452	1350	489	796	318	■ <b>/</b> ■/*
<b>∌</b> ≧Q <b>6</b>	Totals	8	1	1452	1350	489	796	318	■ <b>/</b> ■ *

#### Legend

Attribute	Description
Lines	total lines of the source unit
nLines	normalized lines of the source unit (e.g. normalizes functions spanning multiple lines)
nSLOC	normalized source lines of code (only source-code lines; no comments, no blank lines)
Comment Lines	lines containing single or block comments
Complexity Score	a custom complexity score derived from code statements that are known to introduce code complexity (branches, loops, calls, external interfaces,)

# **Audit Results**

# **AUDIT PASSED**

#### **Critical issues**

#### No critical issues

# **High issues**

# No high issues

## **Medium issues**

## No medium issues

#### Low issues

Issue	File	Type	Line	Description
#1	Main	Contract doesn't import npm packages from source (like OpenZeppelin etc.)		We recommend to import all packages from npm directly without flatten the contract. Functions could be modified or can be susceptible to vulnerabilities
#2	Main	A floating pragma is set	2	The current pragma Solidity directive is ""^0.6.9"".
#3	Main	Local variables shadowing	611	Rename the local variables that shadow another component  - Name to name symbol to symbol_

## Informational issues

Issue	File	Type	Line	Description
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#1	Main	Functions that are not used	520, 477, 488, 504, 515, 412, 450, 27, 834, 879, 1020, 1129, 1058, 1167, 1038, 1146, 1044, 1153, 1030, 1139, 321, 344, 365, 382, 294	Remove unused functions
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#### **Commented Code exist**

There are some instances of code being commented out in the following files that should be removed:

Line		Comment	
347 // assert(a == b * c + a % b); // There is no case in which this doesn't hold			

#### Recommendation

Remove the commented code, or address them properly.

#### **Audit Comments**

#### 11. January 2022:

· Read whole report for more information

# **SWC Attacks**

ID	Title	Relationships	Status
<u>SW</u> <u>C-1</u> <u>36</u>	Unencrypted Private Data On-Chain	CWE-767: Access to Critical Private Variable via Public Method	PASSED
<u>SW</u> <u>C-1</u> <u>35</u>	Code With No Effects	CWE-1164: Irrelevant Code	PASSED
<u>SW</u> <u>C-1</u> <u>34</u>	Message call with hardcoded gas amount	CWE-655: Improper Initialization	PASSED
<u>SW</u> <u>C-1</u> <u>33</u>	Hash Collisions With Multiple Variable Length Arguments	CWE-294: Authentication Bypass by Capture-replay	PASSED
<u>SW</u> <u>C-1</u> <u>32</u>	Unexpected Ether balance	CWE-667: Improper Locking	PASSED
<u>SW</u> <u>C-1</u> <u>31</u>	Presence of unused variables	CWE-1164: Irrelevant Code	PASSED
<u>SW</u> <u>C-1</u> <u>30</u>	Right-To-Left- Override control character (U+202E)	CWE-451: User Interface (UI) Misrepresentation of Critical Information	PASSED
<u>SW</u> <u>C-1</u> <u>29</u>	Typographical Error	CWE-480: Use of Incorrect Operator	PASSED
<u>SW</u> <u>C-1</u> <u>28</u>	DoS With Block Gas Limit	CWE-400: Uncontrolled Resource Consumption	PASSED

<u>SW</u> <u>C-1</u> <u>27</u>	Arbitrary Jump with Function Type Variable	CWE-695: Use of Low-Level Functionality	PASSED
<u>SW</u> <u>C-1</u> <u>25</u>	Incorrect Inheritance Order	CWE-696: Incorrect Behavior Order	PASSED
<u>SW</u> <u>C-1</u> <u>24</u>	Write to Arbitrary Storage Location	CWE-123: Write-what-where Condition	PASSED
<u>SW</u> <u>C-1</u> <u>23</u>	Requirement Violation	CWE-573: Improper Following of Specification by Caller	PASSED
<u>SW</u> <u>C-1</u> <u>22</u>	Lack of Proper Signature Verification	CWE-345: Insufficient Verification of Data Authenticity	PASSED
<u>SW</u> <u>C-1</u> <u>21</u>	Missing Protection against Signature Replay Attacks	CWE-347: Improper Verification of Cryptographic Signature	PASSED
SW C-1 20	Weak Sources of Randomness from Chain Attributes	CWE-330: Use of Insufficiently Random Values	PASSED
<u>SW</u> <u>C-11</u> <u>9</u>	Shadowing State Variables	CWE-710: Improper Adherence to Coding Standards	PASSED
<u>SW</u> <u>C-11</u> <u>8</u>	Incorrect Constructor Name	CWE-665: Improper Initialization	PASSED
<u>SW</u> <u>C-11</u> <u>7</u>	Signature Malleability	CWE-347: Improper Verification of Cryptographic Signature	PASSED

<u>SW</u> <u>C-11</u> <u>6</u>	Timestamp Dependence	CWE-829: Inclusion of Functionality from Untrusted Control Sphere	PASSED
<u>SW</u> <u>C-11</u> <u>5</u>	Authorization through tx.origin	CWE-477: Use of Obsolete Function	PASSED
<u>SW</u> <u>C-11</u> <u>4</u>	Transaction Order Dependence	CWE-362: Concurrent Execution using Shared Resource with Improper Synchronization ('Race Condition')	PASSED
<u>SW</u> <u>C-11</u> <u>3</u>	DoS with Failed Call	CWE-703: Improper Check or Handling of Exceptional Conditions	PASSED
<u>SW</u> <u>C-11</u> <u>2</u>	Delegatecall to Untrusted Callee	CWE-829: Inclusion of Functionality from Untrusted Control Sphere	PASSED
<u>SW</u> <u>C-11</u> <u>1</u>	Use of Deprecated Solidity Functions	CWE-477: Use of Obsolete Function	PASSED
<u>SW</u> <u>C-11</u> <u>O</u>	Assert Violation	CWE-670: Always-Incorrect Control Flow Implementation	PASSED
<u>SW</u> <u>C-1</u> <u>09</u>	Uninitialized Storage Pointer	CWE-824: Access of Uninitialized Pointer	PASSED
<u>SW</u> <u>C-1</u> <u>08</u>	State Variable Default Visibility	CWE-710: Improper Adherence to Coding Standards	PASSED
<u>SW</u> <u>C-1</u> <u>07</u>	Reentrancy	CWE-841: Improper Enforcement of Behavioral Workflow	PASSED
SW C-1 06	Unprotected SELFDESTRUC T Instruction	CWE-284: Improper Access Control	PASSED

<u>SW</u> <u>C-1</u> <u>05</u>	Unprotected Ether Withdrawal	CWE-284: Improper Access Control	PASSED
<u>SW</u> <u>C-1</u> <u>04</u>	Unchecked Call Return Value	CWE-252: Unchecked Return Value	PASSED
SW C-1 03	Floating Pragma	CWE-664: Improper Control of a Resource Through its Lifetime	NOT PASSED
SW C-1 02	Outdated Compiler Version	CWE-937: Using Components with Known Vulnerabilities	PASSED
<u>SW</u> <u>C-1</u> <u>01</u>	Integer Overflow and Underflow	CWE-682: Incorrect Calculation	PASSED
<u>SW</u> <u>C-1</u> <u>00</u>	Function Default Visibility	CWE-710: Improper Adherence to Coding Standards	PASSED



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