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*Bring trust into your projects*

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

MADE IN GERMANY

# Audit

**Security Assessment**  
**01. November, 2021**

**For**



**Blood'n'Bones**

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Version	Date	Description
1.0	01. November 2021	<ul style="list-style-type: none"><li>• Layout project</li><li>• Automated- /Manual-Security Testing</li><li>• Summary</li></ul>

## **Network**

Binance Smart Chain (BEP20)

## **Website**

<https://blood-and-bones.com/>

## **Telegram**

<https://t.me/BloodNBonesChannel>

<https://t.me/BloodnBonesANN>

## **Twitter**

[https://twitter.com/BloodNBones\\_NFT](https://twitter.com/BloodNBones_NFT)

## **Medium**

<https://blood-and-bones.com/#>



## Description

Blood and Bones is a binance smart chain real-time strategy game, where players can earn tokens and NFT through farming, discovery and battles mechanics.

It is a real time strategy game with new age Blockchain mechanics. Does everyone remember HOMM? Here is our endeavor to create something special on blockchain. Blood and Bones is a new age earning game. The project includes 3 types of NFT cards – Heroes, Items and Units. You can play as one of two opposing factions – The Living and The Undead. The gameplay combines PvE, PVP modes and farming opportunities.

## Project Engagement

During the 28th of October 2021, **Blood'n'Bones 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



**Blood'n'Bones**

## Contract Link

**v1.0**

TBA

# 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)
<b>Critical</b>	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.
<b>High</b>	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 as possible.
<b>Medium</b>	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.
<b>Low</b>	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.
<b>Informational</b>	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-by-line 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:

Dependency / Import Path	Count
@openzeppelin/contracts/access/Ownable.sol	1
@openzeppelin/contracts/security/ReentrancyGuard.sol	1
@openzeppelin/contracts/token/ERC20/IERC20.sol	1
@openzeppelin/contracts/token/ERC20/extensions/ERC20Votes.sol	1
@openzeppelin/contracts/token/ERC20/extensions/draft-ERC20Permit.sol	1
@openzeppelin/contracts/token/ERC20/presets/ERC20PresetMinterPauser.sol	2
@openzeppelin/contracts/token/ERC20/utils/SafeERC20.sol	1
@openzeppelin/contracts/token/ERC721/presets/ERC721PresetMinterPauserAutoid.sol	1
@openzeppelin/contracts/utils/math/SafeMath.sol	2



## Tested Contract Files

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

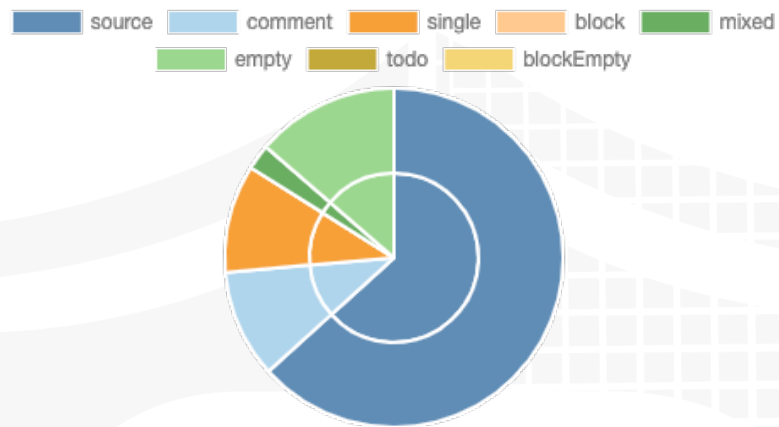
*A file with a different Hash has been modified, intentionally or otherwise, after the security review. A different Hash could be (but not necessarily) an indication of a changed condition or potential vulnerability that was not within the scope of this review.*

### v1.0

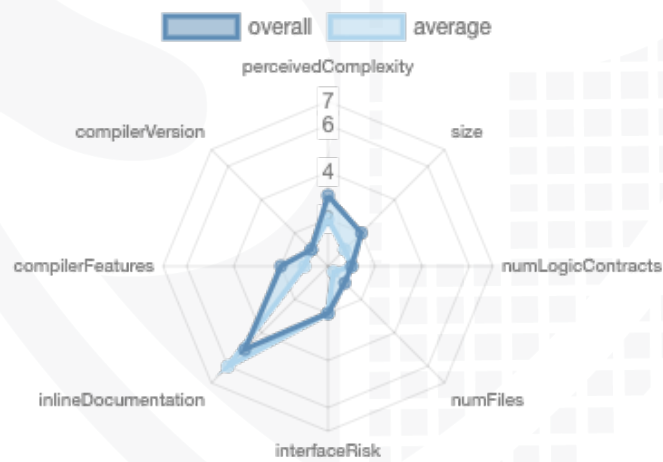
File Name	SHA-1 Hash
contracts/MasterChef.sol	db6f17c64c9d50d62413280faaaf8a942a964374
contracts/BLNBNFT.sol	19ab027120f98080575b690e46a2ae882b702f41
contracts/BLNBToken.sol	32c1fe1d1107339b3c547ed987a5c15d58f84b87

# Metrics

## Source Lines v1.0



## Risk Level v1.0



## Capabilities

### Components

Version	Contracts	Libraries	Interfaces	Abstract
1.0	3	0	0	0

### Exposed Functions

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

Version	Public	Payable
1.0	15	0

Version	External	Internal	Private	Pure	View
1.0	11	27	0	1	2

### State Variables

Version	Total	Public
1.0	12	11

### Capabilities

Version	Solidity Versions observed	Experimental Features	Can Receive Funds	Uses Assembly	Has Destroyable Contracts
1.0	<code>&gt;0.8.0</code>			**** (0 asm blocks)	

Version	Transfers ETH	Low-Level Calls	DelegateCall	Uses Hash Functions	ECRecover	New/Create/Create2
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1.0	yes					
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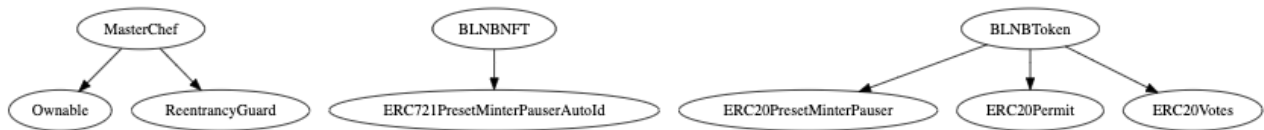
## Scope of Work

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
✓	✓

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

## Write functions of contract

BLNBTOKEN:

approve
burn
burnFrom
decreaseAllow...
delegate
delegateBySig
grantRole
increaseAllow...
mint
pause
permit
renounceRole
revokeRole
transfer
transferFrom
unpause

BLNBNFT:

approve
burn
grantRole
mint
mintUnit
pause
renounceRole
revokeRole
safeTransferFr...
safeTransferFr...
setApprovalFo...
transferFrom
unpause

MasterChef:

add
deposit
emergencyWit...
massUpdateP...
renounceOwn...
set
setDevAddress
setFeeAddress
transferOwner...
updateEmissio...
updatePool
updateStartTi...
withdraw

## Deployer cannot mint any new tokens

File	Name	Exist	Tested	Verified
BLNBNFT	Deployer cannot mint	✓	✓	✗
BLNBToken	Deployer cannot mint	✓	✓	✗
MasterChef	Deployer cannot mint	✓	✓	✗

Comments:

**v1.0**

- Minting is only possible with MINTER\_ROLE



## Deployer cannot burn or lock user funds

File	Name	Exist	Tested	Verified
BLNBNFT	Deployer cannot lock	✓	✓	✓
	Deployer cannot burn	✓	✓	✗
BLNBToken	Deployer cannot lock	✓	✓	✓
	Deployer cannot burn	✓	✓	✗
MasterChef	Deployer cannot lock	✓	✓	✓
	Deployer cannot burn	✓	✓	✓

## Deployer cannot pause the contract

File	Name	Exist	Tested	Verified
BLNBNFT	Deployer cannot pause	✓	✓	✗
BLNBToken	Deployer cannot pause	✓	✓	✗
MasterChef	Deployer cannot pause	✓	✓	✓

Comments:

**v1.0**

- Pause is only possible with PAUSER\_ROLE

## Overall checkup (Smart Contract Security)

Tested	Verified
✓	✓

### Legend

Attribute	Symbol
Verified / Checked	✓
Partly Verified	⚠
Unverified / Not checked	✗
Not available	—

## OnlyOwner functions







- `updateStartTimestamp`
- `updateEmissionRate`
- `set`
- `add`



# CallGraph



## Source Units in Scope v1.0

Type	File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score	Capabilities
	contracts/MasterChef.sol	1	————	298	298	223	41	171	
	contracts/BLNBNFT.sol	1	————	26	26	19	1	16	————
	contracts/BLNBToken.sol	1	————	30	30	22	1	13	————
	<b>Totals</b>	<b>3</b>	————	<b>354</b>	<b>354</b>	<b>264</b>	<b>43</b>	<b>200</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 found -

## High issues

- no high issues found -

## Medium issues

- no medium issues found -

## Low issues

Issue	File	Type	Line	Description
#1	BLNBToken	A floating pragma is set	3	The current pragma Solidity directive is „^0.8.0“.
#2	BLNBNFT	A floating pragma is set	3	The current pragma Solidity directive is „^0.8.0“.
#3	MasterChef	A floating pragma is set	3	The current pragma Solidity directive is „^0.8.0“.
#4	MasterChef	Missing Zero Address Validation (missing-zero-check)	71, 72, 265	Check that the address is not zero

## Informational issues

- no informational issues found -

## Audit Comments

### 01. November 2021:

- On every updatePool call nativeTokenReward divided by 10 will be minted for dev address

## SWC Attacks

ID	Title	Relationships	Status
<a href="#">SW C-13 6</a>	Unencrypted Private Data On-Chain	<a href="#">CWE-767: Access to Critical Private Variable via Public Method</a>	PASSED
<a href="#">SW C-13 5</a>	Code With No Effects	<a href="#">CWE-1164: Irrelevant Code</a>	PASSED
<a href="#">SW C-13 4</a>	Message call with hardcoded gas amount	<a href="#">CWE-655: Improper Initialization</a>	PASSED
<a href="#">SW C-13 3</a>	Hash Collisions With Multiple Variable Length Arguments	<a href="#">CWE-294: Authentication Bypass by Capture-replay</a>	PASSED
<a href="#">SW C-13 2</a>	Unexpected Ether balance	<a href="#">CWE-667: Improper Locking</a>	PASSED
<a href="#">SW C-13 1</a>	Presence of unused variables	<a href="#">CWE-1164: Irrelevant Code</a>	PASSED
<a href="#">SW C-13 0</a>	Right-To-Left-Override control character (U+202E)	<a href="#">CWE-451: User Interface (UI) Misrepresentation of Critical Information</a>	PASSED
<a href="#">SW C-12 9</a>	Typographical Error	<a href="#">CWE-480: Use of Incorrect Operator</a>	PASSED
<a href="#">SW C-12 8</a>	DoS With Block Gas Limit	<a href="#">CWE-400: Uncontrolled Resource Consumption</a>	PASSED



<a href="#">SW C-12 7</a>	Arbitrary Jump with Function Type Variable	<a href="#">CWE-695: Use of Low-Level Functionality</a>	PASSED
<a href="#">SW C-12 5</a>	Incorrect Inheritance Order	<a href="#">CWE-696: Incorrect Behavior Order</a>	PASSED
<a href="#">SW C-12 4</a>	Write to Arbitrary Storage Location	<a href="#">CWE-123: Write-what-where Condition</a>	PASSED
<a href="#">SW C-12 3</a>	Requirement Violation	<a href="#">CWE-573: Improper Following of Specification by Caller</a>	PASSED
<a href="#">SW C-12 2</a>	Lack of Proper Signature Verification	<a href="#">CWE-345: Insufficient Verification of Data Authenticity</a>	PASSED
<a href="#">SW C-12 1</a>	Missing Protection against Signature Replay Attacks	<a href="#">CWE-347: Improper Verification of Cryptographic Signature</a>	PASSED
<a href="#">SW C-12 0</a>	Weak Sources of Randomness from Chain Attributes	<a href="#">CWE-330: Use of Insufficiently Random Values</a>	PASSED
<a href="#">SW C-11 9</a>	Shadowing State Variables	<a href="#">CWE-710: Improper Adherence to Coding Standards</a>	PASSED
<a href="#">SW C-11 8</a>	Incorrect Constructor Name	<a href="#">CWE-665: Improper Initialization</a>	PASSED
<a href="#">SW C-11 7</a>	Signature Malleability	<a href="#">CWE-347: Improper Verification of Cryptographic Signature</a>	PASSED

<a href="#">SW C-11 6</a>	Timestamp Dependence	<a href="#">CWE-829: Inclusion of Functionality from Untrusted Control Sphere</a>	<b>PASSED</b>
<a href="#">SW C-11 5</a>	Authorization through tx.origin	<a href="#">CWE-477: Use of Obsolete Function</a>	<b>PASSED</b>
<a href="#">SW C-11 4</a>	Transaction Order Dependence	<a href="#">CWE-362: Concurrent Execution using Shared Resource with Improper Synchronization ('Race Condition')</a>	<b>PASSED</b>
<a href="#">SW C-11 3</a>	DoS with Failed Call	<a href="#">CWE-703: Improper Check or Handling of Exceptional Conditions</a>	<b>PASSED</b>
<a href="#">SW C-11 2</a>	Delegatecall to Untrusted Callee	<a href="#">CWE-829: Inclusion of Functionality from Untrusted Control Sphere</a>	<b>PASSED</b>
<a href="#">SW C-111</a>	Use of Deprecated Solidity Functions	<a href="#">CWE-477: Use of Obsolete Function</a>	<b>PASSED</b>
<a href="#">SW C-11 0</a>	Assert Violation	<a href="#">CWE-670: Always-Incorrect Control Flow Implementation</a>	<b>PASSED</b>
<a href="#">SW C-10 9</a>	Uninitialized Storage Pointer	<a href="#">CWE-824: Access of Uninitialized Pointer</a>	<b>PASSED</b>
<a href="#">SW C-10 8</a>	State Variable Default Visibility	<a href="#">CWE-710: Improper Adherence to Coding Standards</a>	<b>PASSED</b>
<a href="#">SW C-10 7</a>	Reentrancy	<a href="#">CWE-841: Improper Enforcement of Behavioral Workflow</a>	<b>PASSED</b>
<a href="#">SW C-10 6</a>	Unprotected SELFDESTRUCT Instruction	<a href="#">CWE-284: Improper Access Control</a>	<b>PASSED</b>

<a href="#">SW C-10 5</a>	Unprotected Ether Withdrawal	<a href="#">CWE-284: Improper Access Control</a>	PASSED
<a href="#">SW C-10 4</a>	Unchecked Call Return Value	<a href="#">CWE-252: Unchecked Return Value</a>	PASSED
<a href="#">SW C-10 3</a>	Floating Pragma	<a href="#">CWE-664: Improper Control of a Resource Through its Lifetime</a>	NOT PASSED
<a href="#">SW C-10 2</a>	Outdated Compiler Version	<a href="#">CWE-937: Using Components with Known Vulnerabilities</a>	PASSED
<a href="#">SW C-10 1</a>	Integer Overflow and Underflow	<a href="#">CWE-682: Incorrect Calculation</a>	PASSED
<a href="#">SW C-10 0</a>	Function Default Visibility	<a href="#">CWE-710: Improper Adherence to Coding Standards</a>	PASSED

The logo features the word "SolidProofed" in a white, handwritten-style script. The "P" is particularly large and stylized, with a long horizontal stroke that extends to the left. The background is a solid blue color with a faint, large shield emblem. The shield has a grid-like pattern on its right side and a solid blue area on its left.

SolidProofed

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A small horizontal bar representing the German flag, with black, red, and gold stripes.

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