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*Bring trust into your projects*

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

MADE IN GERMANY

# Audit

**Security Assessment**

**17. January, 2022**

**For**



**UNIVERSE**

LAUNCH PLATFORM

Disclaimer	3
Description	5
Project Engagement	5
Logo	5
Contract Link	5
Methodology	7
Used Code from other Frameworks/Smart Contracts (direct imports)	8
Tested Contract Files	11
Source Lines	12
Risk Level	12
Capabilities	13
Scope of Work	15
Inheritance Graph	15
Verify Claims	16
Modifiers	25
CallGraph	29
Source Units in Scope	30
Critical issues	31
High issues	31
Medium issues	31
Low issues	31
Informational issues	33
Commented Code exist	35
Audit Comments	35
SWC Attacks	36

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Version	Date	Description
1.0	17. January 2022	<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://universeun.com/>

## **Telegram**

<https://t.me/universeun>

## **Twitter**

<https://twitter.com/daouniverse>

## **Github**

<https://universeun.com/>



## Description

The cryptocurrency combined with NFT, Swap and IDO platforms is a more friendly NFT token. It's responsible for bringing the crypto world to more people, and it has a higher mission.

universeNFT is a card with the theme of ft planet, which not only has a real planet design, but also a virtual currency planet, fantasy planet and other planet design.

UniverseSWAP is a built-in swap platform, not only of which the exchange speed is extremely fast, but also who has the functions of pledge nft farm, mining, etc., and will continue to develop more functions in the future

U-Ido platform is a professional launch platform. We will help potential virtual currency to launch, and provide nft market and swap platform help

## Project Engagement

During the 13th of January 2022, **UniverseUN 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**

- Provided as files

# 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:





## BoxSale

IPlayer  
IPlayerInfo  
IPay  
IERC20  
Context  
Ownable  
Accessible  
SafeMath  
Address  
EnumerableSet  
ReentrancyGuard  
IERC721Receiver  
ERC721Holder  
IERC165  
IERC721  
ISale

## Box

Context  
Ownable  
Accessible  
SafeMath  
Address  
EnumerableSet  
ReentrancyGuard

## IdoAction

Context  
IERC20  
Ownable  
Accessible  
SafeMath  
Address  
ReentrancyGuard

## Nft

IERC721Receiver  
INft  
ERC721Holder  
IERC165  
IERC721  
IERC721Metadata  
IERC721Enumerable  
Address  
Context  
Strings  
ERC165  
ERC721  
ERC721Enumerable  
Counters  
Ownable  
Accessible

## NFTStake

SafeMath  
IERC165  
IERC721  
SafeERC20  
IERC20  
Address  
Context  
Ownable  
Accessible  
ReentrancyGuard  
IERC721Receiver  
ERC721Holder  
IBox  
IPlayData

## NFTStakeAction

Context  
Ownable  
Accessible  
Address  
ReentrancyGuard  
Pausable  
IERC165  
IERC721  
IERC721Receiver  
ERC721Holder  
INftStake

## PlayerDatas

## PlayerAction

IERC20  
Context  
Ownable  
Accessible  
📦 SafeMath  
📦 Address  
ReentrancyGuard  
Pausable  
IPlayerData  
IBox

IBox  
INft  
IERC20  
Context  
Ownable  
Accessible  
📦 SafeMath  
📦 Address  
📦 EnumerableSet  
ReentrancyGuard  
Pausable  
📦 Counters

## Tested Contract Files

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

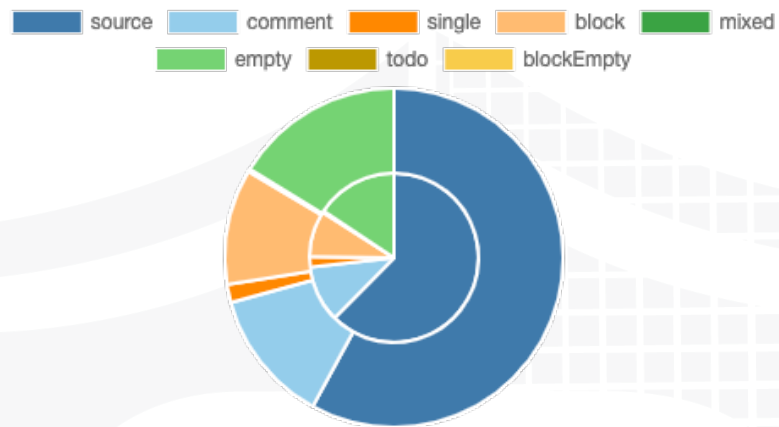
*A file with a different Hash has been modified, intentionally or otherwise, after the security review. A different Hash could be (but not necessarily) an indication of a changed condition or potential vulnerability that was not within the scope of this review.*

### v1.0

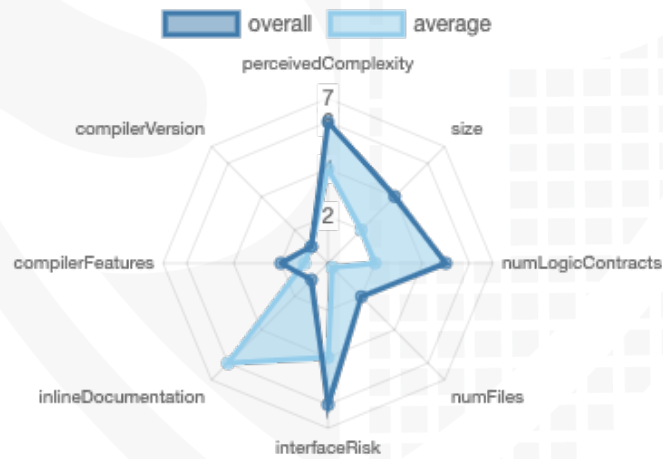
File Name	SHA-1 Hash
contracts/nftstake.sol	4d59ce000f06a70a684cd736ec0ec3357326b3b0
contracts/nftstakeAction.sol	dd36b7f2e6a217d0d58fbc98cf6acc0829492180
contracts/box.sol	363b42391d288e7ae60cc38ead989ee7affc3ce0
contracts/playerAction.sol	345dc07638b055d8316439ca9eb91dbae9b9d135
contracts/ldoAction.sol	ef9bed2cf32edf3a53718cd79c86bb9bcef88433
contracts/nft.sol	dd8f010ce2e058db533e0366717a93100eb572b4
contracts/boxSale.sol	1bbd305b99e40b67d01dddfeb54e0cf7ac42220d
contracts/playerDatas.sol	3f6fa5d775f27f83d85b3339cfbc44e6070f8a12

# Metrics

## Source Lines v1.0



## Risk Level v1.0



## Capabilities

### Components

Version	Contracts	Libraries	Interfaces	Abstract
1.0	20	21	31	29

### 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	269	1

Version	External	Internal	Private	Pure	View
1.0	118	553	34	84	193

### State Variables

Version	Total	Public
1.0	116	46

### Capabilities

Version	Solidity Versions observed	Experimental Features	Can Receive Funds	Uses Assembly	Has Destroyable Contracts
1.0	<code>^0.8.0</code>	ABIEncoderV2	yes	yes (17 asm blocks)	

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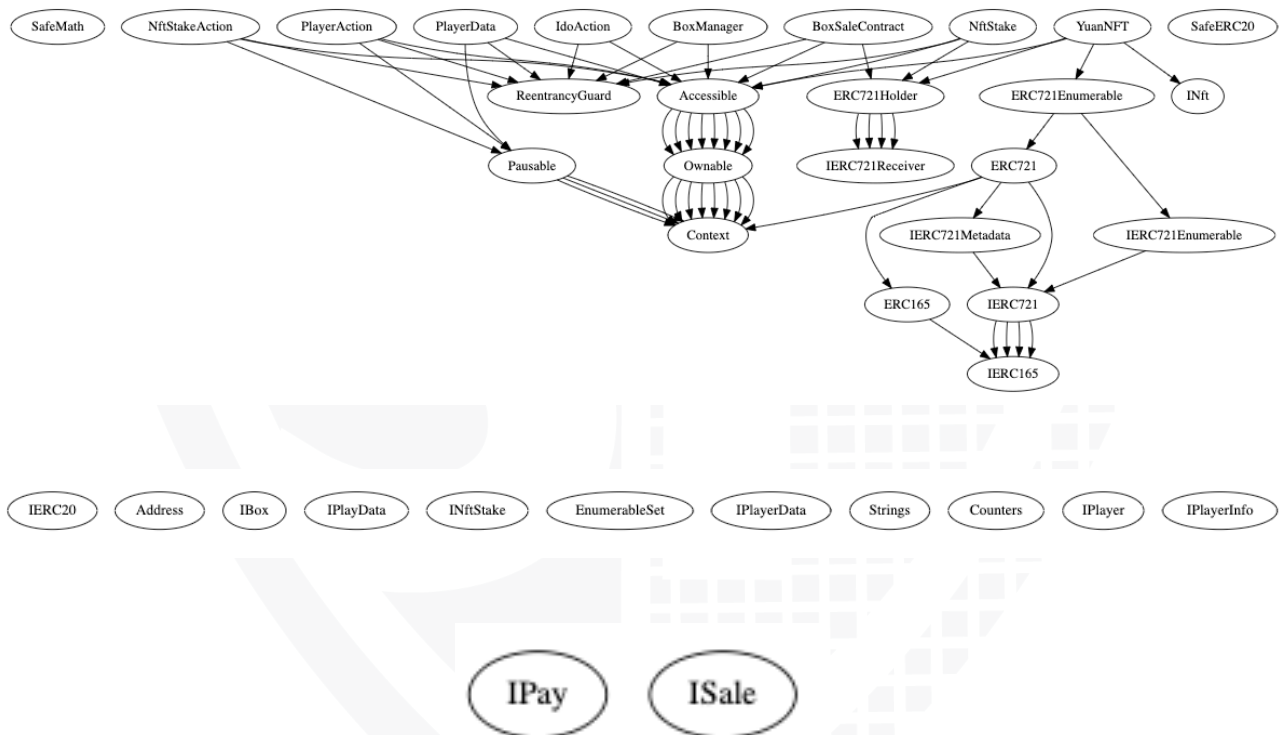
## Scope of Work

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
✓	✓

### YuanNFT

## Check functions

- ✓ balanceOf(address) is present
  - ✓ balanceOf(address) -> () (correct return value)
  - ✓ balanceOf(address) is view
- ✓ ownerOf(uint256) is present
  - ✓ ownerOf(uint256) -> () (correct return value)
  - ✓ ownerOf(uint256) is view
- ✓ safeTransferFrom(address,address,uint256,bytes) is present
  - ✓ safeTransferFrom(address,address,uint256,bytes) -> () (correct return type)
  - ✓ Transfer(address,address,uint256) is emitted
- ✓ safeTransferFrom(address,address,uint256) is present
  - ✓ safeTransferFrom(address,address,uint256) -> () (correct return type)
  - ✓ Transfer(address,address,uint256) is emitted
- ✓ transferFrom(address,address,uint256) is present
  - ✓ transferFrom(address,address,uint256) -> () (correct return type)
  - ✓ Transfer(address,address,uint256) is emitted
- ✓ approve(address,uint256) is present
  - ✓ approve(address,uint256) -> () (correct return type)
  - ✓ Approval(address,address,uint256) is emitted
- ✓ setApprovalForAll(address,bool) is present
  - ✓ setApprovalForAll(address,bool) -> () (correct return type)
  - ✓ ApprovalForAll(address,address,bool) is emitted
- ✓ getApproved(uint256) is present
  - ✓ getApproved(uint256) -> () (correct return value)
  - ✓ getApproved(uint256) is view
- ✓ isApprovedForAll(address,address) is present
  - ✓ isApprovedForAll(address,address) -> () (correct return value)
  - ✓ isApprovedForAll(address,address) is view
- ✓ supportsInterface(bytes4) is present
  - ✓ supportsInterface(bytes4) -> () (correct return value)
  - ✓ supportsInterface(bytes4) is view
- ✓ name() is present
  - ✓ name() -> () (correct return value)



- [✓] name() is view
- [✓] symbol() is present
  - [✓] symbol() -> () (correct return value)
- [✓] tokenURI(uint256) is present
  - [✓] tokenURI(uint256) -> () (correct return value)

### ## Check events

- [✓] Transfer(address,address,uint256) is present
  - [✓] parameter 0 is indexed
  - [✓] parameter 1 is indexed
  - [✓] parameter 2 is indexed
- [✓] Approval(address,address,uint256) is present
  - [✓] parameter 0 is indexed
  - [✓] parameter 1 is indexed
  - [✓] parameter 2 is indexed
- [✓] ApprovalForAll(address,address,bool) is present
  - [✓] parameter 0 is indexed
  - [✓] parameter 1 is indexed

## Write functions of contract

BOXMANAGER	BOXSALECONTRACT	YUANNFT
batchSubBox	addPayAddr	approve
grantAccess	batchBuy	burn
renounceOwnership	batchCancel	createPlayer
revokeAccess	batchSaleSell	grantAccess
setBox	batchSell	onERC721Received
setBoxNo	buy	renounceOwnership
setPeriod	cancel	revokeAccess
setPeriodTime	grantAccess	safeTransferFrom
subBox	onERC721Received	safeTransferFrom
transferOwnership	removePayAddr	setApprovalForAll
	renounceOwnership	setBaseUri
	revokeAccess	transferFrom
	sell	transferOwnership
	setBoxAddr	
	setFeeto	
	setOrderId	
	setQueryNum	
	setRate	
	transferOwnership	

▼ IDOACTION
buy
grantAccess
renounceOwnership
revokeAccess
setChangeAmount
setEndTime
setIdoAmount
setLargestNumber
setMaxtNumber
setMinimumQuantity
setProjectParty
setStartTime
setTokenAddr
transferOwnership

▼ NFTSTAKE
changelsDis
extraProfit
grantAccess
onERC721Received
pledgeNft
renounceOwnership
revokeAccess
setblockPerNumber
setBox
setInitAddress
setLastBlockNumber
setNftPower
setPlayDataAddr
takeProfit
transferOwnership
unpledgeNft

▼ NFTSTAKEACTION
grantAccess
pledgeNft
renounceOwnership
revokeAccess
setnftAddr
setstakeAddr
takeProfit
transferOwnership
unpledgeNft

▼ PLAYERACTION	▼ PLAYERDATA
grantAccess	batchOpenBox
openBoxTrade	burnBox
openBoxTradeByCny	grantAccess
renounceOwnership	openBox
revokeAccess	openBoxTrade
setBoxAddr	renounceOwnership
setDataAddr	revokeAccess
setPayAddr	setBoxManager
setPayValue	setMaxBatch
setReceiveAddr	setNftAddr
transferOwnership	transferOwnership

## Deployer cannot mint any new tokens

Name	Exist	Tested	Verified
cannot mint	✓	✓	✗

Comments:

**v1.0**

- YuanNft
  - OnlyAccessed addresses can mint with createPlayer function



## Deployer cannot burn or lock user funds

Name	Exist	Tested	Verified
cannot lock	✓	✓	✗
cannot burn	✓	✓	✗

Comments:

### v1.0

- YuanNft
  - OnlyAccessed addresses can burn with burn function
- boxSale
  - onlyAccessed can lock following functions
    - pledgeNft
- nftStakeAction
  - onlyOwner can lock following functions by activate pause
    - takeProfit
    - pledgeNft
    - unpledgeNft
- PlayerAction
  - onlyOwner can lock following functions by activate pause
    - openBoxTrade

## Deployer cannot pause the contract

Name	Exist	Tested	Verified
Deployer cannot pause	✓	✓	✗

Comments:

### v1.0

- NftStakeAction
  - Deployer can pause following functions
    - pledgeNft
    - unpledgeNft
    - takeProfit
- PlayerAction
  - Deployer can pause following functions
    - openBoxTrade
- PlayerDatas
  - Library implemented but wasn't used

## Overall checkup (Smart Contract Security)

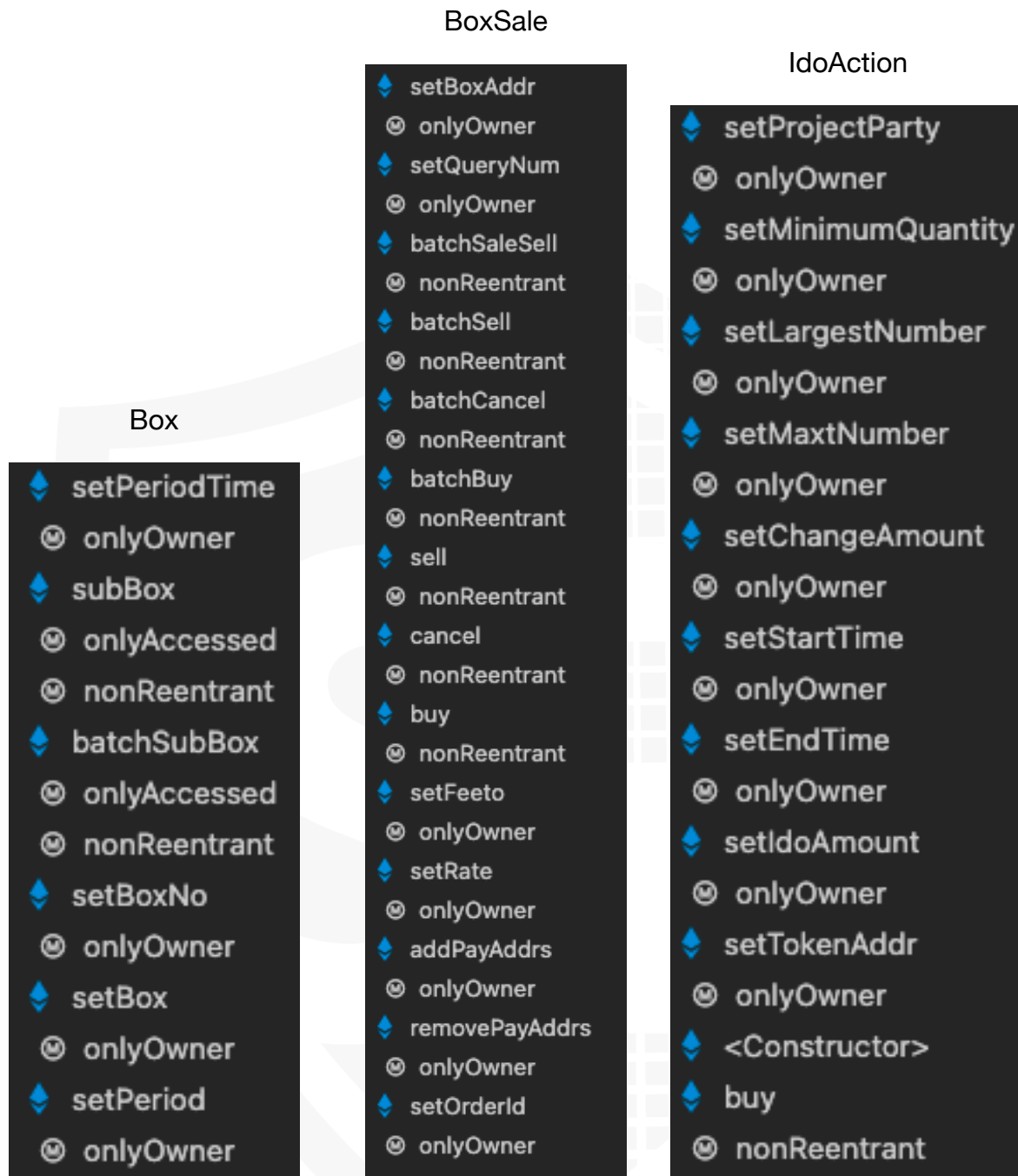
Tested	Verified
✓	✓

### Legend

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



# Modifiers



## NftStake

- ◆ setBox
- Ⓜ onlyOwner
- ◆ setPlayDataAddr
- Ⓜ onlyOwner
- ◆ setNftPower
- Ⓜ onlyOwner
- ◆ pledgeNft
- Ⓜ changeAverage
- Ⓜ nonReentrant
- Ⓜ onlyAccessed
- ◆ unpledgeNft
- Ⓜ changeAverage
- Ⓜ nonReentrant
- Ⓜ onlyAccessed
- ◆ takeProfit
- Ⓜ changeAverage
- Ⓜ nonReentrant
- Ⓜ onlyAccessed
- ◆ extraProfit
- Ⓜ onlyAccessed
- ◆ changelsDis
- Ⓜ onlyOwner
- ◆ setblockPerNumber
- Ⓜ onlyOwner
- ◆ setInitAddress
- Ⓜ onlyOwner
- ◆ setLastBlockNumber
- Ⓜ onlyOwner

## NftStakeAction

- ◆ setnftAddr
- Ⓜ onlyOwner
- ◆ setstakeAddr
- Ⓜ onlyOwner
- ◆ pledgeNft
- Ⓜ nonReentrant
- Ⓜ whenNotPaused
- ◆ unpledgeNft
- Ⓜ nonReentrant
- Ⓜ whenNotPaused
- ◆ takeProfit
- Ⓜ nonReentrant
- Ⓜ whenNotPaused

## Nft

- ◆ setBaseUri
- Ⓜ onlyOwner
- ◆ <Constructor>
- ◆ burn
- Ⓜ onlyAccessed
- ◆ createPlayer
- Ⓜ onlyAccessed

## PlayerDatas

## PlayerAction

- ◆ setReceiveAddr
  - Ⓜ onlyOwner
- ◆ setBoxAddr
  - Ⓜ onlyOwner
- ◆ setPayAddr
  - Ⓜ onlyOwner
- ◆ setPayValue
  - Ⓜ onlyOwner
- ◆ setDataAddr
  - Ⓜ onlyOwner
- ◆ openBoxTrade
  - Ⓜ nonReentrant
  - Ⓜ whenNotPaused
- ◆ openBoxTradeByCny
  - Ⓜ onlyAccessed
  - Ⓜ nonReentrant

- ◆ setMaxBatch
  - Ⓜ onlyOwner
- ◆ openBoxTrade
  - Ⓜ onlyAccessed
  - Ⓜ nonReentrant
- ◆ openBox
  - Ⓜ onlyAccessed
  - Ⓜ nonReentrant
- ◆ batchOpenBox
  - Ⓜ onlyAccessed
  - Ⓜ nonReentrant
- ◆ burnBox
  - Ⓜ onlyAccessed
  - Ⓜ nonReentrant
- ◆ setNftAddr
  - Ⓜ onlyOwner
- ◆ setBoxManager
  - Ⓜ onlyOwner

## Comments

- Deployer can set following state variables without any limitations
  - Box
    - period
  - BoxSale
    - queryNum
      - Can only be set higher than previous query num
    - feeTo
    - rateBase
    - rate
    - OrderId
      - Can only be set higher than previous OrderId
  - IdoAction
    - minimumQuantity

- largestNumber
  - maxtNumber
  - changeAmount
  - startTime
  - endTime
  - idoAmount
- NftStake
  - \_isDIS
  - blockPerNumber
  - lastBlockNumber
- PlayerAction
  - payValue
- PlayerDatas
- maxBatch
- Deployer can enable/disable following state variables
  - Box
    - periodTimes
    - BoxAttrs
    - BoxManagers
    - accessAllowed
  - BoxSale
    - sellers
    - OrderIng
    - BoxSaleOrder
    - Ordered
    - solds
    - PayAddrs
    - accessAllowed
  - IdoAction
    - accessAllowed
  - Nft
    - accessAllowed
  - NftStake
    - nftPower
    - isSettlement
    - accessAllowed
  - PlayerAction
    - accessAllowed

# CallGraph



# Source Units in Scope

## v1.0

Type	File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score	Capabilities
	contracts/nftstake.sol	9	6	501	423	353	4	310	
	contracts/nftstakeAction.sol	8	4	266	231	187	3	190	
	contracts/box.sol	8	—	472	457	356	4	216	
	contracts/playerAction.sol	8	3	364	324	261	3	202	
	contracts/ldoAction.sol	7	1	350	324	253	4	185	
	contracts/nft.sol	11	6	627	561	424	8	409	
	contracts/boxSale.sol	9	8	1341	1167	575	633	432	
	contracts/playerDatas.sol	10	3	586	526	419	4	304	
	<b>Totals</b>	<b>70</b>	<b>31</b>	<b>4507</b>	<b>4013</b>	<b>2828</b>	<b>663</b>	<b>2248</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

Issue	File	Type	Line	Description
#1	BoxSale	Unchecked tokens transfer	1244, 1243	Use `SafeERC20`, or ensure that the transfer/transferFrom return value is checked
#2	IdoAction	Unchecked tokens transfer	344	Use `SafeERC20`, or ensure that the transfer/transferFrom return value is checked

### 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	Box	A floating pragma is set	4	The current pragma Solidity directive is „^0.8.0”.
#3	BoxSale	A floating pragma is set	2	The current pragma Solidity directive is „^0.8.0”.

#4	IdoAction	A floating pragma is set	3	The current pragma Solidity directive is „^0.8.0”.
#5	Nft	A floating pragma is set	3	The current pragma Solidity directive is „^0.8.0”.
#6	NftStake	A floating pragma is set	2	The current pragma Solidity directive is „^0.8.0”.
#7	NftStakeAction	A floating pragma is set	2	The current pragma Solidity directive is „^0.8.0”.
#8	PlayerAction	A floating pragma is set	2	The current pragma Solidity directive is „^0.8.0”.
#9	PlayerDatas	A floating pragma is set	2	The current pragma Solidity directive is „^0.8.0”.
#10	BoxSale	Missing Zero Address Validation (missing-zero-check)	1140, 1150, 1318	Check that the address is not zero
#11	IdoAction	Missing Zero Address Validation (missing-zero-check)	315, 279, 311	Check that the address is not zero
#12	NftStake	Missing Zero Address Validation (missing-zero-check)	357, 366, 488, 370	Check that the address is not zero
#13	NftStakeAction	Missing Zero Address Validation (missing-zero-check)	238, 242, 245	Check that the address is not zero
#14	PlayerAction	Missing Zero Address Validation (missing-zero-check)	317, 327, 339, 331, 324	Check that the address is not zero
#15	PlayerDatas	Missing Zero Address Validation (missing-zero-check)	487, 572, 568	Check that the address is not zero
#16	NftStake	State variable visibility is not set	322, 331, 338, 346, 348, 466	It is best practice to set the visibility of state variables explicitly
#17	NFT	Local variables shadowing	596	Rename the local variables that shadow another component
#18	Box	Missing Events Arithmetic	464	Emit an event for critical parameter changes
#19	BoxSale	Missing Events Arithmetic	1337, 1154, 1322	Emit an event for critical parameter changes



#20	NftStake	Missing Events Arithmetic	492, 485	Emit an event for critical parameter changes
#21	PlayerData	Missing Events Arithmetic	492	Emit an event for critical parameter changes

## Informational issues

Issue	File	Type	Line	Description
#1	PlayerData	State variables that could be declared constant (constable-states)	470	Add the `constant` attributes to state variables that never change
#2	Box	Unused return values	459	Ensure that all the return values of the function calls are used and handle both success and failure cases if needed by the business logic
#3	BoxSale	Unused return values	1329, 1240, 1241, 1243, 1244, 1245, 1249, 1250, 1228, 1229, 1230, 1231, 1141, 1333, 1219, 1218	Ensure that all the return values of the function calls are used and handle both success and failure cases if needed by the business logic
#4	NftStake	Unused state variables	322	Remove unused state variables
#5	PlayerData	Unused state variables	469	Remove unused state variables
#6	NftStake	Unnecessary brackets	490	You can remove brackets from nftDataAddress
#7	Box	Naming convention	See description Lines	<p>Use mixedCase naming convention in local variables</p> <p>Recommendation:</p> <ul style="list-style-type: none"> <li>- lastvalue to lastValue</li> </ul> <p>Lines (250, 251, 252)</p> <p>If you want to change variables, make sure to change it everywhere else too</p>

#8	BoxSale	Naming convention	See description Lines	<p>Use mixedCase naming convention in local variables</p> <p>Recommendation:</p> <ul style="list-style-type: none"> <li>- lastvalue to lastValue Lines (672, 675, 677)</li> <li>- _feeto to _feeTo Lines (1318, 1319)</li> </ul> <p>If you want to change variables, make sure to change it everywhere else too</p>
#9	IdoAction	Naming convention	See description Lines	<p>Use mixedCase naming convention in local variables</p> <p>Recommendation:</p> <ul style="list-style-type: none"> <li>- maxtNumber to maxNumber Lines (264, 292, 319, 334)</li> <li>- getnum to getNum Lines (275, 340)</li> </ul> <p>If you want to change variables, make sure to change it everywhere else too</p>
#10	NftStake	Naming convention	See description Lines	<p>Use mixedCase naming convention in local variables</p> <p>Recommendation:</p> <ul style="list-style-type: none"> <li>- allPofit to allProfit Lines (446, 458)</li> </ul> <p>If you want to change variables, make sure to change it everywhere else too</p>

#11	NftStake	Naming convention	See description Lines	<p>Use mixedCase naming convention in local variables</p> <p>Recommendation:</p> <ul style="list-style-type: none"> <li>- setnftAddr to setNftAddress Lines (242)</li> <li>- setstakeAddr to setStakeAddress Lines (245)</li> </ul> <p>If you want to change variables, make sure to change it everywhere else too</p>
#12	PlayerData	Naming convention	See description Lines	<p>Use mixedCase naming convention in local variables</p> <p>Recommendation:</p> <ul style="list-style-type: none"> <li>- lastvalue to lastValue Lines (292, 294, 295)</li> </ul> <p>If you want to change variables, make sure to change it everywhere else too</p>

## Commented Code exist

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

File	Line	Comment
BoxSale	1142, 1143	// PayAddrs.add(0x38e8a525c03d3dD6648012221F57e88C7E29CfdC);

## Recommendation

Remove the commented code, or address them properly.

## Audit Comments

### 17. January 2022:

- Contract with address 0x1416e6EA40CBb1F09Cd2dbEdAAd6fbFE3e38D51F was not provided to Solidproof, please do your own research here
- Read whole report for more information

## SWC Attacks

ID	Title	Relationships	Status
<a href="#">SW C-1 36</a>	Unencrypted Private Data On-Chain	<a href="#">CWE-767: Access to Critical Private Variable via Public Method</a>	PASSED
<a href="#">SW C-1 35</a>	Code With No Effects	<a href="#">CWE-1164: Irrelevant Code</a>	PASSED
<a href="#">SW C-1 34</a>	Message call with hardcoded gas amount	<a href="#">CWE-655: Improper Initialization</a>	PASSED
<a href="#">SW C-1 33</a>	Hash Collisions With Multiple Variable Length Arguments	<a href="#">CWE-294: Authentication Bypass by Capture-replay</a>	PASSED
<a href="#">SW C-1 32</a>	Unexpected Ether balance	<a href="#">CWE-667: Improper Locking</a>	PASSED
<a href="#">SW C-1 31</a>	Presence of unused variables	<a href="#">CWE-1164: Irrelevant Code</a>	PASSED
<a href="#">SW C-1 30</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-1 29</a>	Typographical Error	<a href="#">CWE-480: Use of Incorrect Operator</a>	PASSED
<a href="#">SW C-1 28</a>	DoS With Block Gas Limit	<a href="#">CWE-400: Uncontrolled Resource Consumption</a>	PASSED

<a href="#">SW C-1 27</a>	Arbitrary Jump with Function Type Variable	<a href="#">CWE-695: Use of Low-Level Functionality</a>	<b>PASSED</b>
<a href="#">SW C-1 25</a>	Incorrect Inheritance Order	<a href="#">CWE-696: Incorrect Behavior Order</a>	<b>PASSED</b>
<a href="#">SW C-1 24</a>	Write to Arbitrary Storage Location	<a href="#">CWE-123: Write-what-where Condition</a>	<b>PASSED</b>
<a href="#">SW C-1 23</a>	Requirement Violation	<a href="#">CWE-573: Improper Following of Specification by Caller</a>	<b>PASSED</b>
<a href="#">SW C-1 22</a>	Lack of Proper Signature Verification	<a href="#">CWE-345: Insufficient Verification of Data Authenticity</a>	<b>PASSED</b>
<a href="#">SW C-1 21</a>	Missing Protection against Signature Replay Attacks	<a href="#">CWE-347: Improper Verification of Cryptographic Signature</a>	<b>PASSED</b>
<a href="#">SW C-1 20</a>	Weak Sources of Randomness from Chain Attributes	<a href="#">CWE-330: Use of Insufficiently Random Values</a>	<b>PASSED</b>
<a href="#">SW C-11 9</a>	Shadowing State Variables	<a href="#">CWE-710: Improper Adherence to Coding Standards</a>	<b>NOT PASSED</b>
<a href="#">SW C-11 8</a>	Incorrect Constructor Name	<a href="#">CWE-665: Improper Initialization</a>	<b>PASSED</b>
<a href="#">SW C-11 7</a>	Signature Malleability	<a href="#">CWE-347: Improper Verification of Cryptographic Signature</a>	<b>PASSED</b>

<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-11 1</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-1 09</a>	Uninitialized Storage Pointer	<a href="#">CWE-824: Access of Uninitialized Pointer</a>	<b>PASSED</b>
<a href="#">SW C-1 08</a>	State Variable Default Visibility	<a href="#">CWE-710: Improper Adherence to Coding Standards</a>	<b>NOT PASSED</b>
<a href="#">SW C-1 07</a>	Reentrancy	<a href="#">CWE-841: Improper Enforcement of Behavioral Workflow</a>	<b>PASSED</b>
<a href="#">SW C-1 06</a>	Unprotected SELFDESTRUCT Instruction	<a href="#">CWE-284: Improper Access Control</a>	<b>PASSED</b>

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

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 side.

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

MADE IN GERMANY