



SOLIDProof
Bring trust into your projects

Blockchain Security | Smart Contract Audits | KYC

MADE IN GERMANY

Audit

Security Assessment
18. September, 2021

For

DRAKES **NFT**

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	9
Source Lines	10
Risk Level	10
Capabilities	11
Scope of Work	13
Inheritance Graph	13
Verify Claims	14
CallGraph	19
Source Units in Scope	20
Critical issues	21
High issues	21
Medium issues	21
Low issues	21
Informational issues	22
Commented Code exist	22
Audit Comments	22
SWC Attacks	23

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

Network

Binance Smart Chain (BEP20)

Website

<https://drakesnft.com/>

Telegram

<https://t.me/DrakesNft>

https://t.me/DrakesNft_chat

Twitter

<https://twitter.com/DrakesNFT>

Medium

<https://medium.com/@DrakesNFT>



Description

First blockchain Play-to-Earn multiplayer RPG. The Drakes is the Game of new age in De-Fi Gaming industry. You can farm, fight, upgrade your heroes and enjoy the great lore and global quests and events

Project Engagement

During the 13th of September 2021, **DrakesNFT 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/0x1c88700e7BfB287036C94e35980C335A4E45ADDF#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 as possible.
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-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:

- OpenZeppelin
 - SafeMath
 - IBEP20
- Uniswap
 - UniswapV2Factory
 - UniswapV2Pair
 - UniswapV2Router01
 - UniswapV2Router02



Tested Contract Files

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

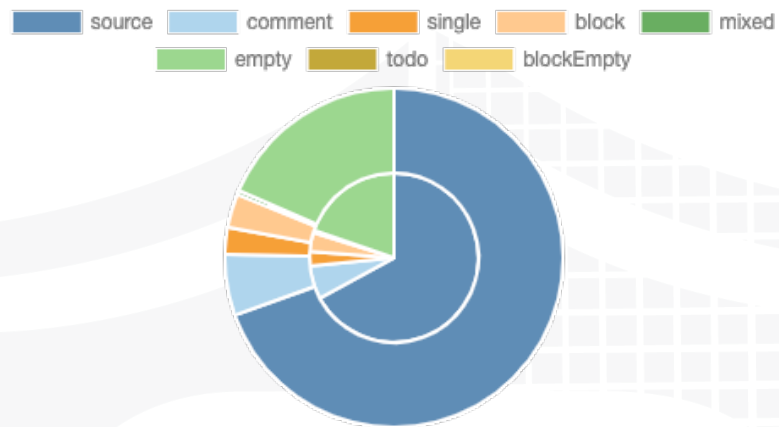
A file with a different Hash has been modified, intentionally or otherwise, after the security review. A different Hash could be (but not necessarily) an indication of a changed condition or potential vulnerability that was not within the scope of this review.

v1.0

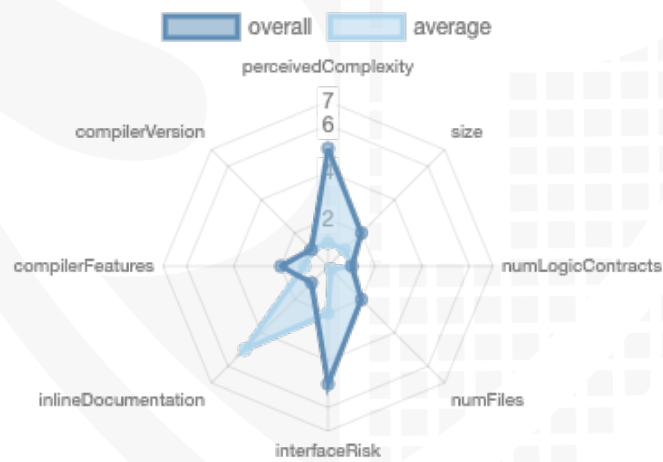
File Name	SHA-1 Hash
contracts/IBEP20.sol	026b32af2d045e51368d3d4e37b75236ac049161
contracts/DrakesToken.sol	72788fa1c3621692add5342544e19a83efbf42c1
contracts/IUniswapV2Pair.sol	f10815d95ddb7625d3268e5bc2df25edcae0321
contracts/IUniswapV2Factory.sol	7862e90c97b780c92cc6ca741e77d99f0c58227a
contracts/Game/IDrakeMainToken.sol	47dfa792a3aaea0840132522bce4be1c04f3220d
contracts/Game/IDrakeV0GameMaster.sol	2a285dbf2148235629b296bf87d72ba7e5b334cb
contracts/Game/ICrystalToken.sol	ccbbbd358baf050a4daa7cb978ea101a04e25fb7
contracts/SafeMath.sol	128a09f314805edbf340a6477e1946aa3620f10d
contracts/IUniswapV2Router02.sol	f14be5686f370745872070c969f9dbc72db7aa9b
contracts/IUniswapV2Router01.sol	ad7295200bb0a9e1b879d59dae2b66b7e2b99221
contracts/GarbageCleaner.sol	8ba2623d21308cc6e516c37f68417b2684299ee7
contracts/Auth.sol	1a2846e2b09a16e4d2e806074e1fc224362b161c

Metrics

Source Lines v1.0



Risk Level v1.0



Capabilities

Components

Version	Contracts	Libraries	Interfaces	Abstract
1.0	2	1	8	1

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	66	3

Version	External	Internal	Private	Pure	View
1.0	53	74	4	8	23

State Variables

Version	Total	Public
1.0	40	10

Capabilities

Version	Solidity Versions observed	Experimental Features	Can Receive Funds	Uses Assembly	Has Destroyable Contracts
1.0	0.6.12 ≥0.6.12		yes	**** (0 asm blocks)	

Version	Transfers ETH	Low-Level Calls	DelegateCall	Uses Hash Functions	ECRecover	New/Create/Create2

1.0	Yes					
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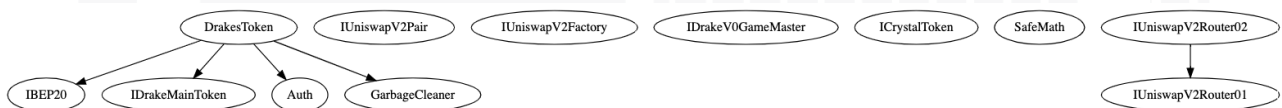
Scope of Work

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	✓	✓	✓

Optional implementations

Function	Description	Exist	Tested	Verified
renounceOwnership	Owner renounce ownership for more trust	–	–	–

Deployer cannot mint any new tokens

Name	Exist	Tested	Verified	File
Deployer cannot mint	✓	✓	✗	Main
Comment	Line: -			

Max / Total Supply: 1.000.000.000

Comments:

v1.0

- OnlyGameMaster can mint tokens with swapCrystals function
- Function is interacting with other IBEP/ICrystalToken contract

Deployer cannot burn or lock user funds

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



Deployer cannot pause the contract

Name	Exist	Tested	Verified
Deployer cannot pause	✓	✓	✓

1. addSystemAddresses	→
2. approve	→
3. authorize	→
4. burn	→
5. clearFeeMultiplier	→
6. launch	→
7. rescueETHPool	→
8. rescueTokenPool	→
9. setFeeMultiplierSettings	→
10. setFeeReceiver	→
11. setFees	→
12. setGameMaster	→
13. setIsFeeExempt	→
14. setIsTxLimitExempt	→
15. setPriceImpactSettings	→
16. setRouter	→
17. setShouldAutoLaunch	→
18. setSwapBackSettings	→
19. setSystemAddress	→
20. setTxLimit	→
21. setWhaleProtectionSettings	→
22. stopBotTx	→
23. swapCrystals	→
24. transfer	→
25. transferFrom	→
26. transferOwnership	→
27. unauthorize	→

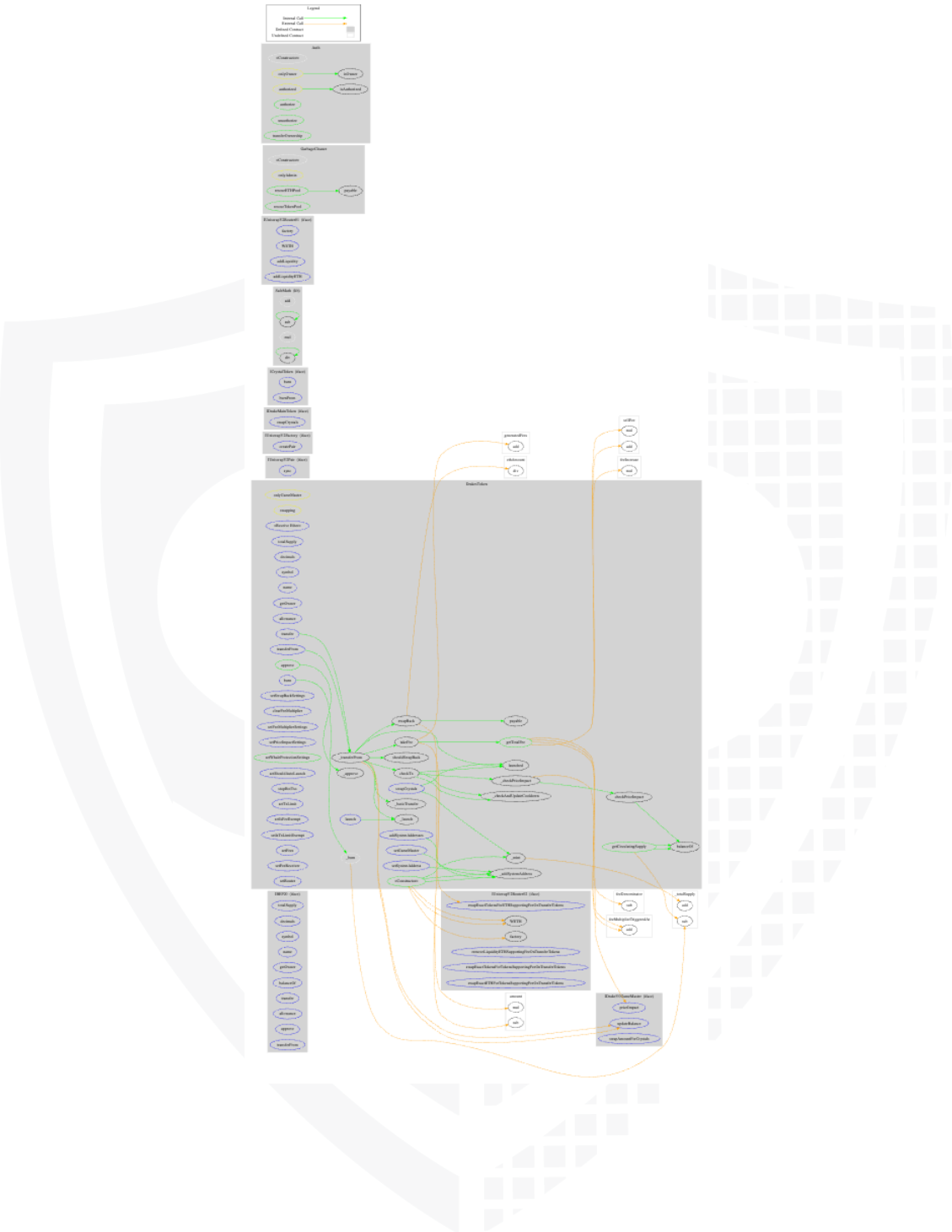
Overall checkup (Smart Contract Security)

Tested	Verified
✓	✓

Legend













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

CallGraph



Source Units in Scope

v1.0

Type	File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score	Capabilities
	contracts/IBEP20.sol	_____	1	18	5	3	1	21	_____
	contracts/DrakesToken.sol	1	_____	427	423	325	5	302	
	contracts/IUniswapV2Pair.sol	_____	1	6	5	3	1	3	_____
	contracts/IUniswapV2Factory.sol	_____	1	6	5	3	1	3	_____
	contracts/Game/IDrakeMainToken.sol	_____	1	7	5	3	1	3	_____
	contracts/Game/IDrakeV0GameMaster.sol	_____	1	8	5	3	1	7	_____
	contracts/Game/ICrystalToken.sol	_____	1	7	5	3	1	5	_____
	contracts/SafeMath.sol	1	_____	42	42	32	3	8	_____
	contracts/IUniswapV2Router02.sol	_____	1	38	7	4	1	14	
	contracts/IUniswapV2Router01.sol	_____	1	29	5	3	2	12	
	contracts/GarbageCleaner.sol	1	_____	35	35	27	1	21	
	contracts/Auth.sol	1	_____	69	69	33	25	21	_____
	Totals	4	8	692	611	442	43	420	

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	Auth	Missing Zero Address Validation (missing-zero-check)	62	Check that the address is not zero
#2	DrakesToken	Missing Zero Address Validation (missing-zero-check)	395	Check that the address is not zero
#3	GarbageCleaner	Missing Zero Address Validation (missing-zero-check)	21	Check that the address is not zero
#4	DrakesToken	Missing Events Arithmetic (events-maths)	303-308, 389-393, 310-315, 360-363, 317-325	Emit an event for critical parameter changes
#5	DrakesToken	State variable visibility is not set	24, 25, 28, 30, 31, 33, 34, 35, 37, 38, 39, 40, 42, 43, 44, 45, 58, 66, 69, 70, 71, 73, 77	It is best practice to set the visibility of state variables explicitly

Informational issues

Issue	File	Type	Line	Description
#1	Main	State variables that could be declared constant (constable-states)	22, 21	Add the `constant` attributes to state variables that never change

Commented Code exist

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

Line	Comment
SafeMath (38)	// assert(a == b * c + a % b);

Recommendation

Remove the commented code, or address them properly.

Audit Comments

18. September 2021:

- There is still an owner (Owner still has not renounced ownership)
- Developer can lock user funds by set launchedAt to zero with stopBotTx function
 - Check also checkTx Function (DYOR)

SWC Attacks

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

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

SW C-11 6	Timestamp Dependence	CWE-829: Inclusion of Functionality from Untrusted Control Sphere	PASSED
SW C-11 5	Authorization through tx.origin	CWE-477: Use of Obsolete Function	PASSED
SW C-11 4	Transaction Order Dependence	CWE-362: Concurrent Execution using Shared Resource with Improper Synchronization ('Race Condition')	PASSED
SW C-11 3	DoS with Failed Call	CWE-703: Improper Check or Handling of Exceptional Conditions	PASSED
SW C-11 2	Delegatecall to Untrusted Callee	CWE-829: Inclusion of Functionality from Untrusted Control Sphere	PASSED
SW C-111	Use of Deprecated Solidity Functions	CWE-477: Use of Obsolete Function	PASSED
SW C-11 0	Assert Violation	CWE-670: Always-Incorrect Control Flow Implementation	PASSED
SW C-10 9	Uninitialized Storage Pointer	CWE-824: Access of Uninitialized Pointer	PASSED
SW C-10 8	State Variable Default Visibility	CWE-710: Improper Adherence to Coding Standards	NOT PASSED
SW C-10 7	Reentrancy	CWE-841: Improper Enforcement of Behavioral Workflow	PASSED
SW C-10 6	Unprotected SELFDESTRUCT Instruction	CWE-284: Improper Access Control	PASSED

SW C-10 5	Unprotected Ether Withdrawal	CWE-284: Improper Access Control	PASSED
SW C-10 4	Unchecked Call Return Value	CWE-252: Unchecked Return Value	PASSED
SW C-10 3	Floating Pragma	CWE-664: Improper Control of a Resource Through its Lifetime	PASSED
SW C-10 2	Outdated Compiler Version	CWE-937: Using Components with Known Vulnerabilities	PASSED
SW C-10 1	Integer Overflow and Underflow	CWE-682: Incorrect Calculation	PASSED
SW C-10 0	Function Default Visibility	CWE-710: Improper Adherence to Coding Standards	PASSED

The logo features the words "Solid Proofed" in a white, elegant script font. The text is superimposed on a dark blue background that contains a faint, stylized shield emblem. The shield has a grid-like pattern and is partially obscured by the text.

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

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