

Blockchain Security | Smart Contract Audits | KYC

MADE IN GERMANY

Audit

Security Assessment 28. September, 2021

For



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Version	Date	Description / _
1.0	28. September 2021	Layout projectAutomated- /Manual-Security TestingSummary

Network

Binance Smart Chain (BEP20)

Website

http://pokefight.io/

Telegram

https://t.me/PokeFightAnn https://t.me/PokeFight_Chat

Twitter

https://twitter.com/pokefight_io

Discord

https://discord.gg/dsRHqzexHF

Description

The emergence of Blockchain technology is a huge step for us gamers. Now, we can really create virtual worlds that every gamers have ever dreamt of a world where our assets have real value, our commitments truly being rewarded. Poke Fight is created by gamers who want to make our dreams come true! Inspired by pokemon theme games, we created a game where you can collect magical creatures that together with you, fight through your unique adventures. Time spent on adventuring will be rewarded with real assets and money.

Every aspect of Poke Fight is designed to bring the best gaming experience and real-life value for players. With the help of every player participated, we together can make Poke Fight a world class Play-to-Earn game. Any and every player's feedback is listened and considered, because the Poke Fight team knows that, we can only walk this path together!

Please follow us through the white paper and discover the world of Poke Fight and become part of our community!

Project Engagement

During the 27. Of September 2021, **PokeToken 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.





Contract Link

v1.0

https://bscscan.com/address/ 0x915D56B857831846dc87a40180F8B925e82940a5#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:

- OpenZeppelin
 - Ownable
 - SafeMath
 - ERC20
- Uniswap
 - UniswapV2Factory
 - UniswapV2Pair
 - UniswapV2Router01
 - UniswapV2Router02

Tested Contract Files

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

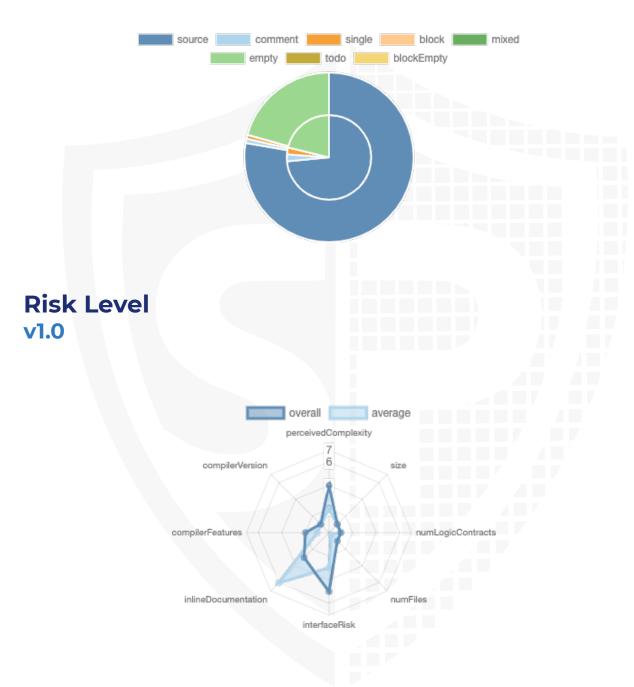
A file with a different Hash has been modified, intentionally or otherwise, after the security review. A different Hash could be (but not necessarily) an indication of a changed condition or potential vulnerability that was not within the scope of this review.

v1.0

File Name	SHA-1 Hash
contracts/PokeToken.sol	9587f29ac862afe92a8a58316f466037ff01acc1
contracts/IManager.sol	ecda4c7d51fe0ced86336dc15c2568f69c9062e2
contracts/PokeERC20.sol	01f1dddb98995c500a7071da32b4f7ff9344f0ca
contracts/Uniswap.sol	8a5c3628cb03dfdd68caa2a334cced822575c2d6

Metrics

Source Lines v1.0



Capabilities

Components

Version	Contracts	Libraries	Interfaces	Abstract
1.0	2	0	5	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	83	4

Version	External	Internal	Private	Pure	View
1.0	82	37	0	10	36

State Variables

Version	Total	Public
1.0	9	9

Capabilities

Version	Solidity Versions observed	Experim ental Features	Can Receive Funds	Uses Assembl Y	Has Destroya ble Contract s
1.0	^0.8.0		yes	**** (0 asm blocks)	

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



Function	Description	Exist	Tested	Verified
TotalSupply	provides information about the total token supply	\checkmark	√	\checkmark
BalanceOf	provides account balance of the owner's account	\checkmark	\checkmark	\checkmark
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	√	1	√

Optional implementations

Function	Description		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: 600.000.000



Deployer cannot burn or lock user funds

Name	Exist	Tested	Verified
Deployer cannot lock	√	√	×
Deployer cannot burn	✓	√	X

Comments:

v1.0

 Please do your own research for the transfer function, deployer can use external contract with a protect function

```
if(bpEnabled){
    BP.protect(sender1, recipient1, amount1);
}
```

Condition called in _transfer function

 We do not audit external contracts unless they are provided to us and in this case they weren't

Deployer cannot pause the contract

Name	Exist	Tested	Verified
Deployer cannot pause	\checkmark	\checkmark	\checkmark



Overall checkup (Smart Contract Security)

Tested	Verified
\checkmark	√

Legend

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

CallGraph



Source Units in Scope

v1.0

Туре	File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score	Capabilities
2	contracts/PokeToken.sol	2		95	88	68	1	65	
Q	contracts/IManager.sol		1	38	6	3	1	35	
>	contracts/PokeERC20.sol	1		31	31	22	1	17	
Q	contracts/Uniswap.sol		4	344	22	18	1	134	. <u>Š</u> .
	Totals	3	5	508	147	111	4	251	. <u>Š</u> .

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	Main	A floating pragma is set	2	The current pragma Solidity directive is ""^0."".
#2	Main	Missing Zero Address Validation (missing- zero-check)	49	Check that the address is not zero

Informational issues

- no informational issues found -

Audit Comments

28. September 2021:

 Look at comments section in point "Deployer cannot burn or lock user funds"



SWC Attacks

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

<u>SW</u> <u>C-12</u> <u>7</u>	Arbitrary Jump with Function Type Variable	CWE-695: Use of Low-Level Functionality	PASSED
<u>SW</u> <u>C-12</u> <u>5</u>	Incorrect Inheritance Order	CWE-696: Incorrect Behavior Order	PASSED
<u>SW</u> <u>C-12</u> <u>4</u>	Write to Arbitrary Storage Location	CWE-123: Write-what-where Condition	PASSED
<u>SW</u> <u>C-12</u> <u>3</u>	Requirement Violation	CWE-573: Improper Following of Specification by Caller	PASSED
<u>SW</u> <u>C-12</u> <u>2</u>	Lack of Proper Signature Verification	CWE-345: Insufficient Verification of Data Authenticity	PASSED
<u>SW</u> <u>C-12</u> <u>1</u>	Missing Protection against Signature Replay Attacks	CWE-347: Improper Verification of Cryptographic Signature	PASSED
<u>SW</u> <u>C-12</u> <u>0</u>	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-111</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-10</u> <u>9</u>	Uninitialized Storage Pointer	CWE-824: Access of Uninitialized Pointer	PASSED
<u>SW</u> <u>C-10</u> <u>8</u>	State Variable Default Visibility	CWE-710: Improper Adherence to Coding Standards	PASSED
<u>SW</u> <u>C-10</u> <u>7</u>	Reentrancy	CWE-841: Improper Enforcement of Behavioral Workflow	PASSED
<u>SW</u> <u>C-10</u> <u>6</u>	Unprotected SELFDESTRUC T Instruction	CWE-284: Improper Access Control	PASSED

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



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