

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

MADE IN GERMANY

v1.0: 04. October, 2021

# Audit

Security Assessment 12. October, 2021

For



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Version	Date	Description
1.0	04. October 2021	<ul><li>Layout project</li><li>Automated- /Manual-Security Testing</li><li>Summary</li></ul>
2.0	12. October 2021	Fixed bugs

#### **Network**

Polygon Chain (Matic)

#### Website

https://www.cryptopunt.com/

#### **Telegram**

https://t.me/CryptoPunt

#### **Twitter**

https://twitter.com/PuntCrypto

#### **Description**

Crypto-powered gambling and games with openly auditable algorithms. Bet and level up your holdings.

#### **Project Engagement**

During the 29th of September 2021, **CryptoPunt 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

coinflip logic: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0xe91A0a62DbDB07cf6c6F580d6Cb52FDC8f639392

coinflip proxy: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0x760B55F7AA89aa519a48a9acE82FA3B9e3083715

vault logic: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0xE00A070bEA5235f9DF1Db78a3CdC019b4ea7D6aB

vault proxy: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0x2aCcc4FA6e5361682b2141258A151B99699B1D57

jackpot logic: <a href="https://polygonscan.com/address/0x5f5aDaee7F36699671CDDD1b3326F69b3262f821">https://polygonscan.com/address/0x5f5aDaee7F36699671CDDD1b3326F69b3262f821</a>

jackpot proxy: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0x90b292e0393f31d031470dA5005D727D40fAe78c

#### **v2.0**

coinflip logic: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0xaFaA4bBeb1B6982898226E9b3eCE2007bced364D

coinflip proxy: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0xb5bF0155e02730b4d7979CDDE94DB8fe274eeB03

vault logic: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0xC815B8c925718689F90a9214B6761c8071124165

vault proxy: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0xF71CA12Be3975B91961Ce1e4E69d5293B5446878

jackpot logic: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a>
OxeaeD861EC157b73f0e41D73Aa5152aF234F809e6

jackpot proxy: <a href="https://polygonscan.com/address/">https://polygonscan.com/address/</a> 0x7B768be61C365A8d8a874f848a0321B8C18C4679

### **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:

Dependency / Import Path	Count
@chainlink/contracts/src/v0.8/VRFRequestIDBase.sol	1
@chainlink/contracts/src/v0.8/interfaces/LinkTokenInterface.sol	1
@openzeppelin/contracts-upgradeable/access/AccessControlUpgradeable.sol	3
@openzeppelin/contracts-upgradeable/access/OwnableUpgradeable.sol	3
@openzeppelin/contracts-upgradeable/proxy/utils/Initializable.sol	5
@openzeppelin/contracts-upgradeable/security/PausableUpgradeable.sol	2
@openzeppelin/contracts-upgradeable/security/ReentrancyGuardUpgradeable.sol	2
@openzeppelin/contracts/token/ERC20/IERC20.sol	1
@openzeppelin/contracts/token/ERC20/utils/SafeERC20.sol	1

#### **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**

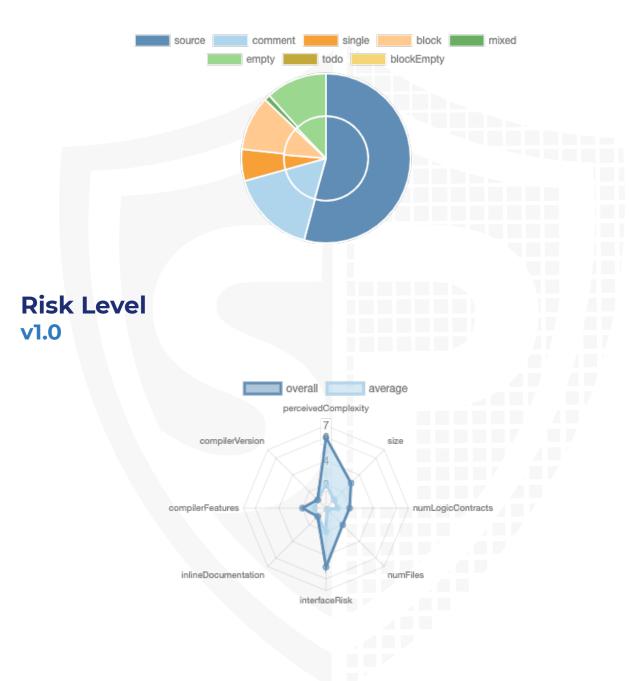
File Name	SHA-1 Hash
contracts/JackPot.sol	0362b3c3ac07f146575196a7609e8048d554979f
contracts/CoinFlip.sol	c1f99a8fd66cd0ffef64918f6d6b077193020771
contracts/Proxy.sol	e5a9350a8bc0169deaa984178c210abe483b284d
contracts/Vault.sol	d4b072162a3ae903fa46a6d5e77e69166c91a72c
contracts/TransparentUpgradeableProxy.sol	e8c2cb3e95bacd2946f82af1edc6159df276e8d8
contracts/UpgradeableProxy.sol	afa2bd90a67f8789db4c1b374516b70d69d7a22d
contracts/utils/IGame.sol	8fbd9a7850ae1e75ac1bcbdd36eb6f8509247cfe
contracts/utils/VRFConsumerBaseUpgradeable.sol	360619a84c8ed976ecd4e826d1a2107fe0fd63bf
contracts/utils/AccessController.sol	bc64148e6b91cbcafa15bf6fa1cee2796c5ff6cd
contracts/utils/Address.sol	2c2adbf3a0b52de7150e317844c55ee624d039fb
contracts/utils/IVault.sol	f45cbb04e1bfbafc092fc2c49b9576e03f58017c

#### **v2.0**

File Name	SHA-1 Hash
contracts/TransparentUpgradeableProxy.sol	e8c2cb3e95bacd2946f82af1edc6159df276e8d8
contracts/CoinFlip.sol	9e6ddf117f1788f8cd8fc7d34c4d031d2bf5f4ee
contracts/Proxy.sol	e5a9350a8bc0169deaa984178c210abe483b284d
contracts/Vault.sol	0ed0bf4471a76822abf835578ef5954c10b61cf6
contracts/JackPot.sol	1cfa55b687f82389521d1a6b40fb8e5904d31517
contracts/UpgradeableProxy.sol	b6149136d03644f5c530660f10fdf5091ff4954e
contracts/utils/VRFConsumerBaseUpgradeable.sol	360619a84c8ed976ecd4e826d1a2107fe0fd63bf
contracts/utils/IGame.sol	9bfcdd230f7dd764bfa0d3a40a1f2c9221828331
contracts/utils/AccessController.sol	b0545380362827090dc4589ede11d4f9b8eb6a17
contracts/utils/Address.sol	57d83ebc591c80d1b701980bde1f021dc4ff55b1
contracts/utils/IVault.sol	646aa00f31395258bbf6b5292331180b77c3a5e0

### **Metrics**

# Source Lines v1.0



#### **Capabilities**

#### Components

Version	Contracts	Libraries	Interfaces	Abstract
1.0	8	1	2	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.

Version	Public	Payable
1.0	72	8
2.0	75	8

Version	External	Internal	Private	Pure	View
1.0	59	107	3	0	12
2.0	66	112	3	0	12

#### **State Variables**

Vers	ion	Total	Public
1.0		48	37
2.0		54	44

#### **Capabilities**

Version	Solidity Versions observed	Experim ental Features	Can Receive Funds	Uses Assembl Y	Has Destroya ble Contract s
1.0	^0.8.4 ^0.7.0		yes	yes (7 asm blocks)	
2.0	^0.7.0 0.8.7 ^0.8.4		yes	yes (7 asm blocks)	

Version	Transf ers ETH	Low- Level Calls	Delega teCall	Uses Hash Functi ons	ECRec over	New/ Create/ Create 2
1.0	yes		yes	yes		

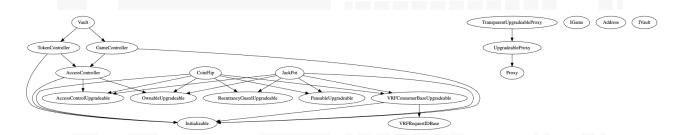
#### **Scope of Work**

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).

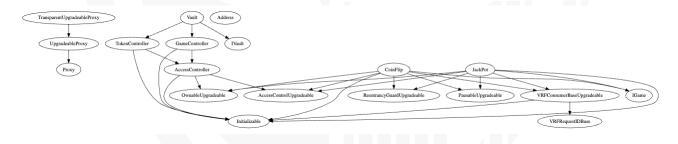
We will verify the following claims:

- 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



#### **v2.0**



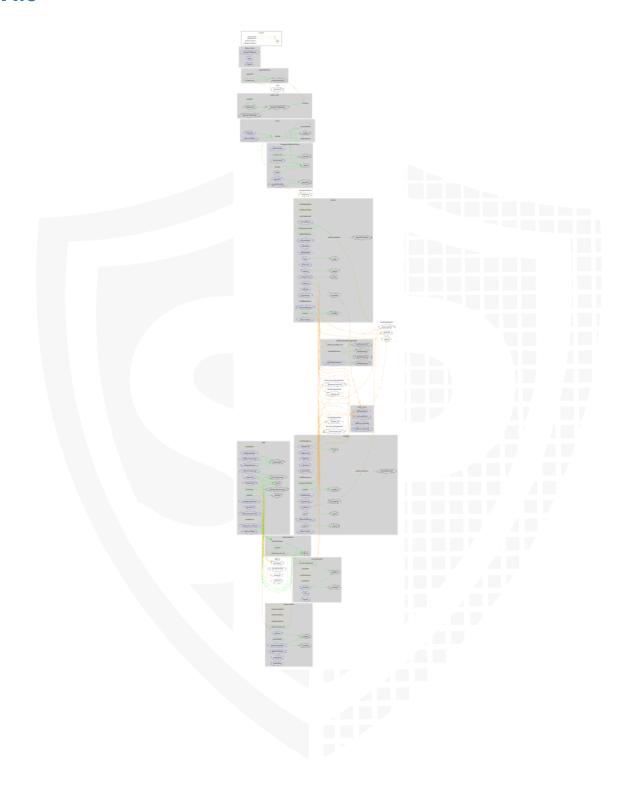
#### **Overall checkup (Smart Contract Security)**

Tested	Verified
$\checkmark$	$\checkmark$

#### Legend

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

# CallGraph v1.0



#### **v2.0**



### **Source Units in Scope**

#### v1.0

Туре	File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score	Capabilities
2	contracts/JackPot.sol	1		529	445	331	78	180	.š. <b>≟</b> .⊞
<b>&gt;</b>				422	393	295	43	141	. <u>Š</u> . <b>♣</b> ⊞
<b>%</b>				83	76	25	47	48	<u></u>
2				387	335	268	1	180	. <u>Š</u> .
<b>9</b>	contracts/TransparentUpgradeableProxy.sol	1		153	153	52	86	62	<b></b>
2	contracts/utils/IGame.sol contracts/utils/VRFConsumerBaseUpgradeable.sol			80	80	32	38	33	<b></b>
Q			1	11	6	3	1	7	
<b>©</b>				60	46	39	2	20	
9				70	70	50	1	41	æ.
*	contracts/utils/Address.sol	1		141	126	55	87	37	<b>■</b>
Q	contracts/utils/IVault.sol		1	39	7	2	17	9	
<b>≥</b> € <b></b> Q <b></b>	Totals	11	2	1975	1737	1152	401	758	<b>■Š÷</b> 11 <b>Ⅲ</b> ☆

#### v2.0

Туре	File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score	Capabilities
<b>&gt;</b>	contracts/TransparentUpgradeableProxy.sol	1		153	153	52	86	62	<b>■ § 22 ■</b> ❖
<b>9</b>	contracts/CoinFlip.sol	1		566	526	407	49	201	. <u>Š</u> .
<b>%</b>	contracts/Proxy.sol	1		83	76	25	47	48	<b>■</b> §91☆
<b>9</b>	contracts/Vault.sol	3		477	416	320	1	207	. <u>Š</u> .
<b>&gt;</b>	contracts/JackPot.sol	1		550	503	398	46	200	. <u>Š</u> .÷ <u>III</u>
2	contracts/UpgradeableProxy.sol	1		80	80	32	38	33	
<b>\$</b>	contracts/utils/VRFConsumerBaseUpgradeable.sol	1		60	46	39	2	20	
Q	contracts/utils/IGame.sol		1	11	6	3	1	7	
<b>&gt;</b>	contracts/utils/AccessController.sol	1		70	70	50	1	41	iii
<b>\(\rightarrow\)</b>	contracts/utils/Address.sol	1		141	126	55	87	37	<b></b>
Q	contracts/utils/IVault.sol		1	17	6	3	1	9	
<b>∌</b> ≧Q <b>%</b>	Totals	11	2	2208	2008	1384	359	865	<b>■Š÷91</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	Transpa rentUp gradeab leProxy. sol	Missing Zero Address Validation (missing- zero-check)	116	Check that the address is not zero
#2	Upgrad eable.so I	Missing Zero Address Validation (missing- zero-check)	24	Check that the address is not zero

ytes32,uint256) (JackPot.sol:447-496) has external calls inside a loop: vault.subGameBalance(winn er,jackPotAfterFee,feeGame) (JackPot.sol#472)  Recommendation: Favor [pull over push](https:// github.com/ethereum/wiki/ wiki/Safety#favor-pull-over-	(JackPot.sol:447-496) has
---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------

#### Informational issues

Issue	File	Type	Line	Description
issue	FILE	туре	LINE	Description
#1	Ownabl eUpgra deable.s ol	Unused state variables (unused-state)	96	Remove unused state variables
#2	Pausabl eUpgra deable.s ol	Unused state variables (unused-state)	96	Remove unused state variables
#3	Jackpot. sol	Functions that are not used (dead-code)	447-496	Remove unused functions
#4	CoinFlip .sol	Functions that are not used (dead-code)	471-508	Remove unused functions
#5	CoinFlip .sol	Unimplemented functions (unimplemented-functions)	14-567	Implement all unimplemented functions in any contract you intend to use directly (not simply inherit from).

#6	Jackpot. sol	Unimplemented functions (unimplemented-functions)	14-551	Implement all unimplemented functions in any contract you intend to use directly (not simply
		functions)		use directly (not simply inherit from).

#### **Audit Comments**

#### 04. October 2021:

- Developer can
  - set fees when Paused
  - Set maxMinPlayers whenPaused
  - Set Vault Address when Paused
  - setMinMaxBet whenPaused
  - setMaxRoom whenPaused
  - setMaxBet whenPaused
  - · Call emergencyEndGame function

#### 12. October 2021:

Bug fixed

#### **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	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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