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MADE IN GERMANY

Squad Token Audit

Security Assessment
29.November,2022

For



[SolidProof.io](https://solidproof.io)



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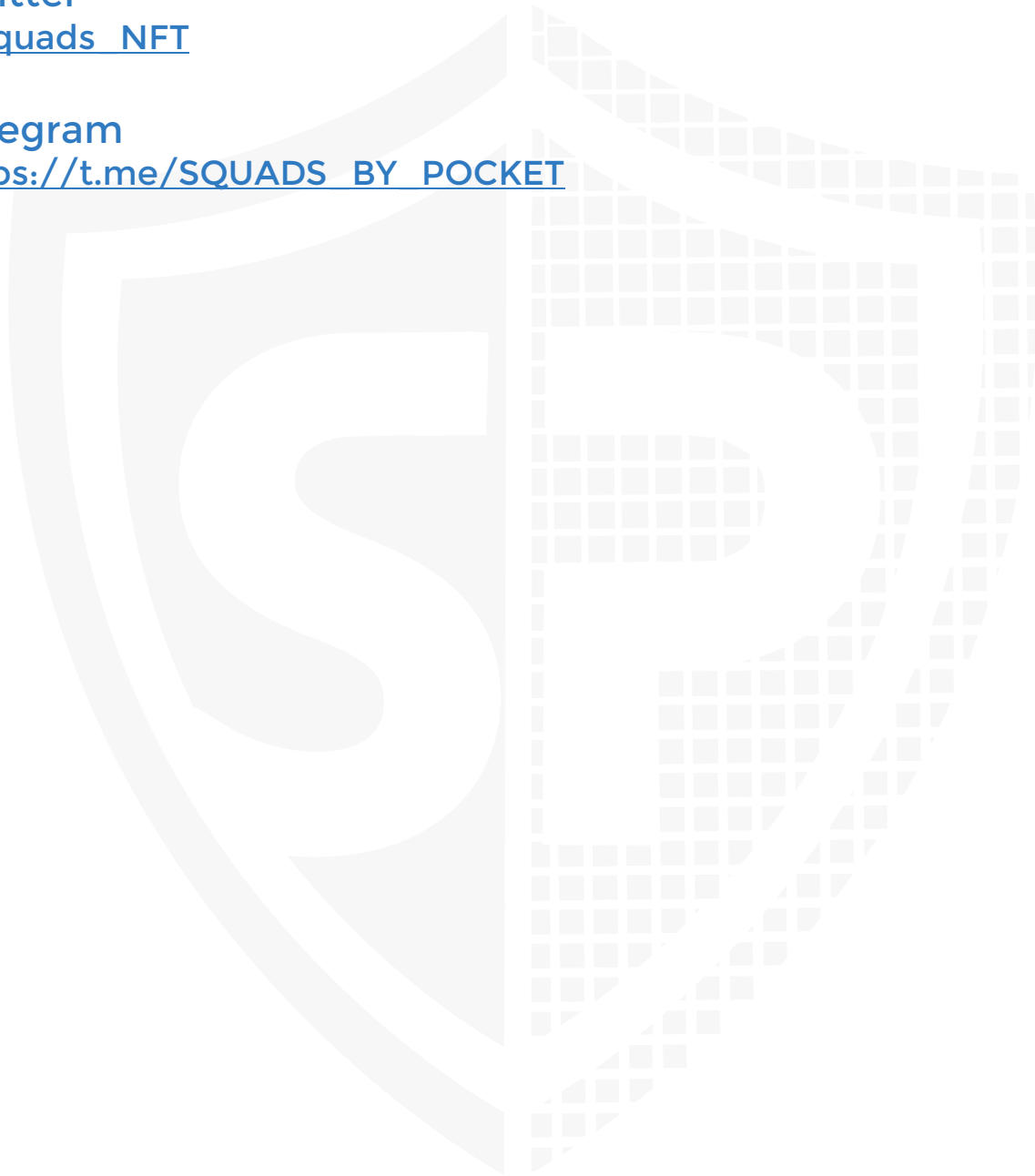
Version	Date	Description
1.0	22.November,2022	<ul style="list-style-type: none">• Layout project• Automated- /Manual-Security Testing• Summary
1.1	28.November,2022	<ul style="list-style-type: none">• Reaudit

Network
Polygon

Website
<http://Mysquad.games>

Twitter
[@Squads_NFT](https://twitter.com/Squads_NFT)

Telegram
https://t.me/SQUADS_BY_POCKET



Description

Did you think you'd play in the World Cup when you grew up? Well, if you're here, I am assuming that didn't quite work out the way you had planned.

Fret not! We have a way for you to participate. Get your NFTs, build your Squads, play against opponents, and, hopefully, win.

Project Engagement

During the 22th of November 2022, **My Squad Games** team engaged Solidproof.io to audit the smart contracts that they created. The engagement was technical in nature and focused on identifying the security flaws in the design and implementation of the contracts. They provided Solidproof.io with access to their code repository and whitepaper.

Logo



Contract Links

v1.0

Provided as Files

v1.1

<https://polygonscan.com/address/0x378a212390c71B29F40e954a5C53965f358e1264#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 analyzing 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/contracts/access/Ownable.sol
@openzeppelin/contracts/utils/Address.sol
@openzeppelin/contracts/access/AccessControlEnumerable.sol
@openzeppelin/contracts/utils/structs/EnumerableSet.sol
@openzeppelin/contracts/security/Pausable.sol
@openzeppelin/contracts/token/ERC20/extensions/IERC20Metadata.sol
@openzeppelin/contracts/token/ERC20/utils/SafeERC20.sol
./libs/PancakeLibs.sol
```


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

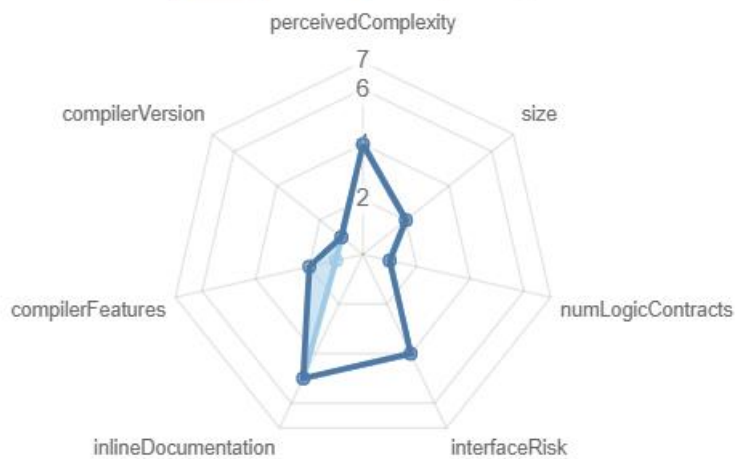
File Name	SHA-1 Hash
contracts/SquadToken.sol	bee805a716c76aab23be9a41dff5b796439892d

Metrics

Source Lines v1.0







Risk Level v1.0



Capabilities

v1.0

Components

 Contracts	 Libraries	 Interfaces	 Abstract
2	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.












 Public	 Payable
37	1

External	Internal	Private	Pure	View
34	41	3	1	7

StateVariables

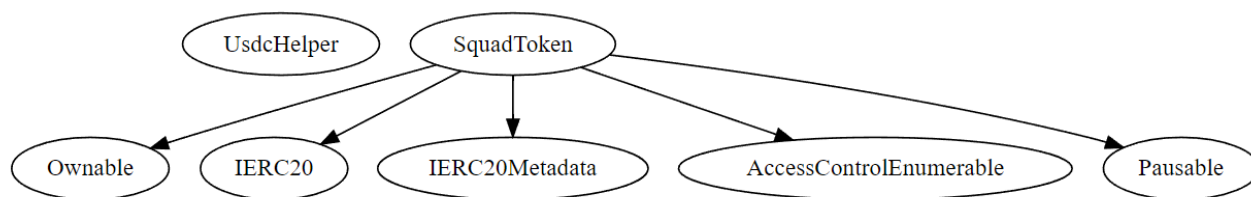
Total	 Public
38	6

Capabilities

Solidity Versions observed	 Experimental Features	 Can Receive Funds	 Uses Assembly	 Has Destroyable Contracts	
<div>>=0.8.11</div>		<div>yes</div>	<div></div>	<div></div>	
 Transfers ETH	 Low-Level Calls	 DelegateCall	 Uses Hash Functions	 ECRecover	 New/Create/Create2
<div>yes</div>	<div></div>	<div></div>	<div>yes</div>	<div></div>	<div></div>
 TryCatch	Σ Unchecked				
<div>yes</div>	<div>yes</div>				

Inheritance Graph

v1.0



Call Graph

Scope of Work/Verify Claims

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. Is contract an upgradeable
2. Correct implementation of Token standard
3. Deployer cannot mint any new tokens
4. Deployer cannot burn or lock user funds
5. Deployer cannot pause the contract
6. Deployer can set fees
7. Deployer can blacklist/antisnipe address
8. Overall checkup (Smart Contract Security)

Is contract an upgradeable

Name	
Is contract an upgradeable?	No

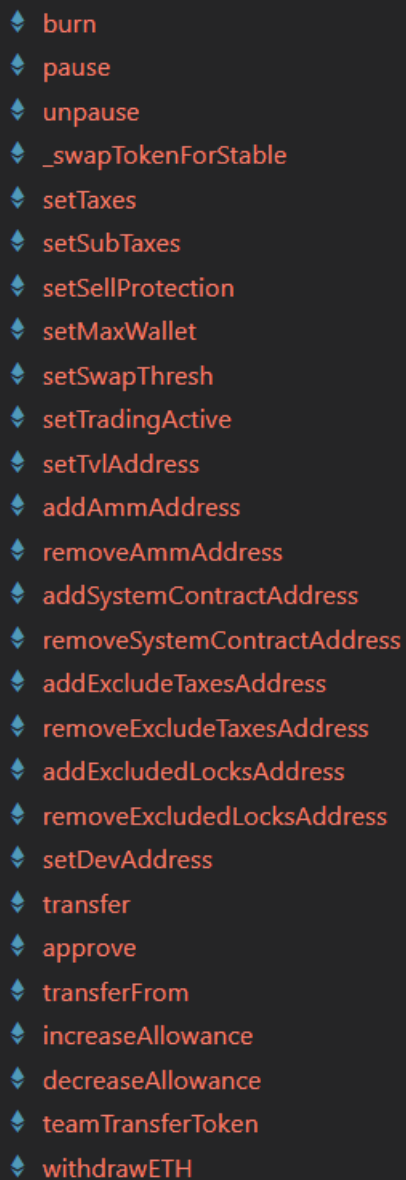


Correct implementation of Token standard

ERC20				
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 contracts

v1.0



- burn
- pause
- unpause
- _swapTokenForStable
- setTaxes
- setSubTaxes
- setSellProtection
- setMaxWallet
- setSwapThresh
- setTradingActive
- setTvlAddress
- addAmmAddress
- removeAmmAddress
- addSystemContractAddress
- removeSystemContractAddress
- addExcludeTaxesAddress
- removeExcludeTaxesAddress
- addExcludedLocksAddress
- removeExcludedLocksAddress
- setDevAddress
- transfer
- approve
- transferFrom
- increaseAllowance
- decreaseAllowance
- teamTransferToken
- withdrawETH

Deployer cannot mint any new tokens

Name	Exist	Tested	Status
Deployer cannot mint			
Max / Total Supply	N/A		

Comments:

- The max/total supply will be passed by the deployer at the time of contract deployment.

Deployer cannot burn or lock user funds

Name	Exist	Tested	Status
Deployer can lock			
Deployer cannot burn			

Comments:

- The account with the “PAUSER” role can pause the contract and lock user funds.

Deployer cannot pause the contract

Name	Exist	Tested	Status
Deployer can pause			

Comments:

- The account with the “PAUSER” role can pause the contract and stop transfers for users but the account with the role “CAN_TRANSFER_ROLE” which will be the marketing wallet address after deployment can still make transfers.
- The owner can also add other wallets/contracts to the System Contract list and they can also make transfers when the contract is paused.

Deployer can set fees

Name	Exist	Tested	Status
Deployer cannot set fees over 25%			
Deployer cannot set fees to nearly 100%			

Comments:

- There are two types of taxes in the contract: 1. Taxes, and 2. Sub Taxes.
- Taxes cannot be set more than 25%.

Deployer cannot blacklist/antisnipe addresses

Name	Exist	Tested	Status
Deployer can blacklist/antisnipe addresses			

Overall checkup (Smart Contract Security)

Tested	Verified

Legend

Attribute	Symbol
Verified / Checked	
Partly Verified	
Unverified / Not checked	
Not available	

Modifiers and public functions

v1.0

burn	withdrawETH
pause	onlyTeam
unpause	
_swapTokenForStable	
setTaxes	
onlyTeam	
setSubTaxes	
onlyTeam	
setSellProtection	
onlyTeam	
setMaxWallet	
onlyTeam	
setSwapThresh	
onlyTeam	
setTradingActive	
onlyTeam	
setTvlAddress	
onlyTeam	
addAmmAddress	
onlyTeam	
removeAmmAddress	
onlyTeam	
addSystemContractAddress	
onlyTeam	
removeSystemContractAddress	
onlyTeam	
addExcludeTaxesAddress	
onlyTeam	
removeExcludeTaxesAddress	
onlyTeam	
addExcludedLocksAddress	
onlyTeam	
removeExcludedLocksAddress	
onlyTeam	
setDevAddress	
onlyTeam	
transfer	
approve	
transferFrom	
increaseAllowance	
decreaseAllowance	
teamTransferToken	
onlyTeam	

Ownership Privileges:

The contract has two authorities that can make critical parameter changes in the contract. First is the owner itself and the other are the accounts with the “TEAM_ROLE” role that is granted by the owner.

The privileges mentioned below are for both the owner and the wallets/addresses with the “TEAM_ROLE” access:

- Set Sell Protection (that includes max sell percent and transaction lock time) and max wallet percent within limitations
- Set the Swap Threshold to any arbitrary value without limitations
- Set Trading Active but cannot disable it
- Set TVL address, AMM address, Dev Address
- Include/Exclude accounts from fees and locks
- Withdraw both Stuck ETH and Native tokens from the contract because there is no protection against passing the native token contract address in the teamTransferToken function on line 672.

Source Units in Scope v1.0

File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score
contracts/SquadToken.sol	2	————	685	661	396	115	363
Totals	2	————	685	661	396	115	363

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

No medium issues

Low issues

Issue	File	Type	Line	Description
#1	Main	Floating Pragma	-	The current pragma Solidity directive is ">=0.8.11". Contracts should be deployed with the same compiler version and flags that they have been tested thoroughly. Locking the pragma helps to ensure that contracts do not accidentally get deployed using other versions.

Informational issues

Issue	File	Type	Line	Description
#1	Main	NatSpec documentation missing	—	If you started to comment your code, also comment all other functions, variables etc.
#2	Main	Unused Return Value	130,518	We recommend to verify all the return values.

Audit Comments

We recommend you to use the special form of comments (NatSpec Format, Follow link for more information <https://docs.soliditylang.org/en/v0.5.10/natspec-format.html>) for your contracts to provide rich documentation for functions, return variables and more. This helps investors to make clear what that variables, functions etc. do.

29. November, 2022:

- There is still an owner (Owner still has not renounced ownership).
- Read the whole report and modifiers section for more information.

SWC Attacks

ID	Title	Relationships	Status
SWC-1136	Unencrypted Private Data On-Chain	CWE-767: Access to Critical Private Variable via Public Method	PASSED
SWC-1135	Code With No Effects	CWE-1164: Irrelevant Code	PASSED
SWC-1134	Message call with hardcoded gas amount	CWE-655: Improper Initialization	PASSED
SWC-1133	Hash Collisions With Multiple Variable Length Arguments	CWE-294: Authentication Bypass by Capture-replay	PASSED
SWC-1132	Unexpected Ether balance	CWE-667: Improper Locking	PASSED
SWC-1131	Presence of unused variables	CWE-1164: Irrelevant Code	PASSED

131			
SWC-130	Right-To-Left-Override control character (U+202E)	CWE-451: User Interface (UI) Misrepresentation of Critical Information	PASSED
SWC-129	Typographical Error	CWE-480: Use of Incorrect Operator	PASSED
SWC-128	DoS With Block Gas Limit	CWE-400: Uncontrolled Resource Consumption	PASSED
SWC-127	Arbitrary Jump with Function Type Variable	CWE-695: Use of Low-Level Functionality	PASSED
SWC-125	Incorrect Inheritance Order	CWE-696: Incorrect Behavior Order	PASSED
SWC-1	Write to Arbitrary	CWE-123: Write-what-where Condition	PASSED

<u>1</u> <u>2</u> <u>4</u>	Storage Location		
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>2</u> <u>3</u>	Requirement Violation	CWE-573: Improper Following of Specification by Caller	PASSED
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>2</u> <u>2</u>	Lack of Proper Signature Verification	CWE-345: Insufficient Verification of Data Authenticity	PASSED
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>2</u> <u>1</u>	Missing Protection against Signature Replay Attacks	CWE-347: Improper Verification of Cryptographic Signature	PASSED
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>2</u> <u>0</u>	Weak Sources of Randomness from Chain Attributes	CWE-330: Use of Insufficiently Random Values	PASSED
<u>S</u> <u>W</u> <u>C</u> : <u>1</u> <u>1</u> <u>1</u> <u>9</u>	Shadowing State Variables	CWE-710: Improper Adherence to Coding Standards	PASSED

S W C : 1 1 8	Incorrect Constructor Name	CWE-665: Improper Initialization	PASSED
S W C : 1 1 7	Signature Malleability	CWE-347: Improper Verification of Cryptographic Signature	PASSED
S W C : 1 1 6	Timestamp Dependence	CWE-829: Inclusion of Functionality from Untrusted Control Sphere	PASSED
S W C : 1 1 5	Authorization through tx.origin	CWE-477: Use of Obsolete Function	PASSED
S W C : 1 1 4	Transaction Order Dependence	CWE-362: Concurrent Execution using Shared Resource with Improper Synchronization ('Race Condition')	PASSED
S W C : 1 1 3	DoS with Failed Call	CWE-703: Improper Check or Handling of Exceptional Conditions	PASSED

S W C : 1 1 2	Delegatecall to Untrusted Callee	CWE-829: Inclusion of Functionality from Untrusted Control Sphere	PASSED
S W C : 1 1 1	Use of Deprecated Solidity Functions	CWE-477: Use of Obsolete Function	PASSED
S W C : 1 1 0	Assert Violation	CWE-670: Always-Incorrect Control Flow Implementation	PASSED
S W C : 1 0 9	Uninitialized Storage Pointer	CWE-824: Access of Uninitialized Pointer	PASSED
S W C : 1 0 8	State Variable Default Visibility	CWE-710: Improper Adherence to Coding Standards	PASSED
S W C : 1 0 7	Reentrancy	CWE-841: Improper Enforcement of Behavioral Workflow	PASSED

SWC-1106	Unprotected SELFDESTRUCT Instruction	CWE-284: Improper Access Control	PASSED
SWC-1105	Unprotected Ether Withdrawal	CWE-284: Improper Access Control	PASSED
SWC-1104	Unchecked Call Return Value	CWE-252: Unchecked Return Value	PASSED
SWC-1103	Floating Pragma	CWE-664: Improper Control of a Resource Through its Lifetime	NOT PASSED
SWC-1102	Outdated Compiler Version	CWE-937: Using Components with Known Vulnerabilities	PASSED
SWC-1101	Integer Overflow and Underflow	CWE-682: Incorrect Calculation	PASSED

SWC-10101	Function Default Visibility	CWE-710: Improper Adherence to Coding Standards	PASSED
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