Audit Report - 63d1b33f-ac4d-49d4-a7a8-4e5ca81f4fbd

HIGH - Line 143

Issue: Potential reentrancy vulnerability in fulfillRandomWords

Recommendation: Use the Checks-Effects-Interactions pattern. Move the external call to recentWinner after all state changes have been made.

MEDIUM - Line 93

Issue: Lack of input validation in performUpkeep

Recommendation: Although upkeepNeeded is checked, consider adding more explicit validation for performData to prevent potential misuse.

LOW - Line 83

Issue: Unused variable in checkUpkeep

Recommendation: The variable performData is not used. Consider removing it or using it for additional checks.

LOW - Line 115

Issue: Unused variable requestId in fulfillRandomWords

Recommendation: The variable requestId is not used. Consider removing it.

MEDIUM - Line 31

Issue: Potential denial of service due to unbounded array s_players

Recommendation: Consider implementing a mechanism to limit the number of players or to handle large numbers of players efficiently.

LOW - Line 63

Issue: Use of 'payable(msg.sender)' in enterRaffle

Recommendation: This is not a vulnerability per se but a potential gotcha. The cast to payable is necessary here but be aware that it can lead to issues if msg.sender is not payable in other contexts.