

Kusama - Treasury Proposal Audit

Funded by: [OpenGovernance Proposal #67](#)

GRADE:

-11

Needs Improvement

Project name: 100% on-chain WASM games for developers

Proponent: Impulse DAO

Proposal URL: <https://kusama.polkassembly.io/post/2539>

Audit date: 02/042023

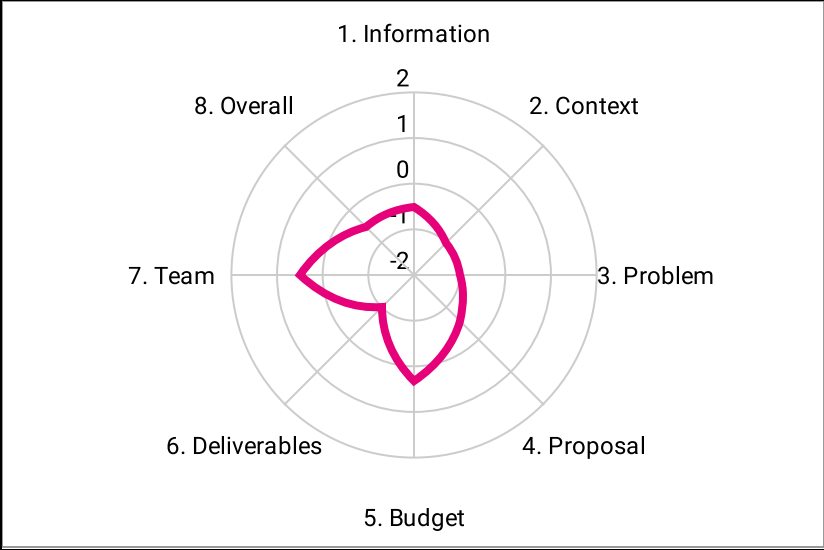
Requested funding KSM/USD: KSM 60800 USD

Kusama Treasury status: KSM

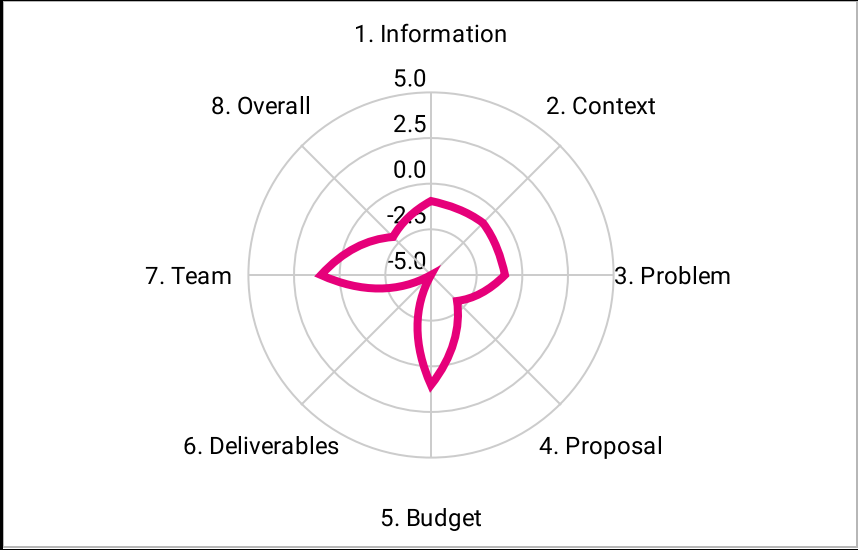
Requested % of Treasury : #DIV/0!

Auditor: CoinStudio

Average Score per Category



Total Score per Category



Grade Criteria Legend

Excellent	>=15
Above Average	>5
Meets Criteria	>-5
Needs Improvement	>-15
Unacceptable	<=-15

Score Criteria Legend

Excellent	2
Above Average	1
Meets Criteria	0
Needs Improvement	-1
Unacceptable	-2

General Comments:

While onboarding developers is always an excellent idea, the current document presents the early stage of the OpenGov proposal. There is a lot of room for improvement over several different categories to replace the general information with a more concrete and goal oriented info.

Description	Score criteria					Comments <small>(explain reasons why score differs from default score 0)</small>
	2	1	0	-1	-2	
1. Information						
1.1 Project description and category, requested allocation and referenda origin call clear and accurate.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Not defined.
1.2 Discussion topic open for a minimum period of one week. All the questions and concerns addressed and answered.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Score				-1		
2. Context						
2.1 Project context and background presented in a clear terms which can be fully understood and assessed.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Very basic and general information. Introducing more proposal specific context recommended.
Score				-1		
3. Problem						
3.1 The problem the proposal is trying to solve is explained in a clean and concise terms.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Not very clear what is the problem? "EVM && WASM smart contracts will have the same UX for non-developers; therefore, it is necessary to showcase their differences to developers."
Score				-1		
4. Proposal						
4.1 Proposal solution is described with a sufficient amount of information.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Project is described with very general solutions. More focused goals/deliverables are needed in order to better understand the project.
4.2 Similar projects or proposals listed and explained how they differ from this proposal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Wasm bounty. https://polkadot.polkassembly.io/post/1491
4.3 Milestones to achieve the goals of the project are clearly defined.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Milestone and goals seems to be detached from the key deliverables. A better explanation is recommended. Very little mentioned about the worktasks and milestones related to proposed 5 WASP projects.
4.4 Milestones are split into the smaller detailed work tasks with deliverables, resources and description.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestones defined in details with associated tasks and deliverables.
4.5 Timeline with tasks/activities listed in a chronological order is clear and accurate.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Not defined.
Score				-3		
5. Budget						
5.1 Budget is clear and transparent and broken down into direct cost categories.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Budget is clear and broken into direct cost categories.
5.2 Budget costs are comparable to the similar treasury proposals.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
5.3 Final payment calculations and conditions are in line with proposed milestones.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Score				1		
6. Deliverables						
6.1 Key deliverables are clear and outline progress towards the proposed solution.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Key deliverables are 5 WASM projects. A clear definition and any kind criteria that would describe these projects is recommended.
6.2 Project objectives/success criteria is clearly defined with measurable targets where possible.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Online and offline tournaments mentioned as the success criteria and 5 WASM projects are not. Key deliverables are supposed to be a part of the project success.
6.3 Awareness of known conditions that may affect the project schedule, milestones, determined budget or project timeline.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Not defined.
6.4 Reporting process is defined to inform the community about the progress and current status of the project.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Not defined.
6.5 Clear communication strategy - where, when, what and who is going to present the information to the community and other relevant parties.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Not defined.
Score				-5		
7. Team						
7.1 Team members that will actively work on the project are introduced with all relevant information.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Team members introduced with Linkedin profiles.
7.2 Reputation from previous involvements in the Kusama/Polkadot grants/bounties/tasks/treasury proposals.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Previously involved with Robonomics amd Subsquid teams, first time proposal.
Score				1		
8. Overall						
8.1 General quality of the proposal content (i.e. can you make an educated opinion on the proposal in less than 5 minutes?)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Some more clarity recommended regarding the proposal: is this a Bounty request or the proposal, as several times it is mentioned that funds will be used as the bounty. It is also stated that funds will go to DAO which will than issue payments to the teams.
8.2 How important and valuable is the presented problem and proposal solution to the ecosystem.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	There are 2 Bounties active through that are overlapping with the proposal goals. Did proposer consider to apply to get funded through bounty mechanism?
8.3 Promised work on defined budget presents a good ROI for community.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
8.4 Other remarks	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Score				-2		