



**CONTRACT
WOLF**

Blockchain Security - Smart Contract Audits

Security Assessment

April 26, 2022

**PLAY TO
SURVIVE**

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Disclaimer

ContractWolf.io audits and reports should not be considered as a form of project's "advertisement" and does not cover any interaction and assessment from "project's contract" to "external contracts" such as Pancakeswap or similar.

ContractWolf does not provide any warranty on its released reports.

ContractWolf should not be used as a decision to invest into an audited project and is not affiliated nor partners to its audited contract projects.

ContractWolf provides transparent report to all its "clients" and to its "clients participants" and will not claim any guarantee of bug-free code within it's **SMART CONTRACT**.

ContractWolf presence is to analyze, audit and assess the client's smart contract's code.

Each company or projects should be liable to its security flaws and functionalities.

Scope of Work

Play to Survive's team agreed and provided us with the files that needs to be tested (Github, Bscscan, Etherscan, files, etc.). The scope of the audit is the main contract.

The goal of this engagement was to identify if there is a possibility of security flaws in the implementation of the contract or system.

ContractWolf will be focusing on contract issues and functionalities along with the projects claims from smart contract to their website, whitepaper and repository which has been provided by **Play to Survive**.

Network

Binance Smart Chain (BEP20)

Contract link

<https://bscscan.com/address/0x769f41b45EEef053bBa3429cBF403bdea0948d10>

Website

<https://playtosurvive.com/>

Telegram

<https://t.me/playtosurvive>

Facebook

<https://www.facebook.com/playtosurvivegame>

Instagram

<https://www.instagram.com/playtosurvive/>

YouTube

<https://www.youtube.com/channel/UC1hZ-2u6Nv3uSXjElo2m03Q>

Description

Play to Survive (PTS) is the best a decentralized metaverse play2earn game powered by the Binance Smart Chain. 3D virtual space, a non-fungible digital asset maintained in a Binance Smart Chain. Play to Survive is divided into parcels that are identified by specific numbers. These parcels are permanently owned by members of the community and are purchased using \$PTS, Play to Survive cryptocurrency token.

Logo

The logo for 'Play to Survive' features the text 'PLAY TO' in a black, distressed, sans-serif font. Below it, the word 'SURVIVE' is written in a large, bold, red, distressed font. The letter 'V' in 'SURVIVE' is stylized to include a white hand reaching upwards. The entire text is set against a white background with a subtle, light blue geometric pattern of overlapping triangles. The logo is centered within a larger, light blue shield-like shape that has a white border and a white interior with a subtle geometric pattern.

Risk Level Classification

Risk Level represents the classification or the probability that a certain function or threat that can exploit vulnerability and have an impact within the system or contract.

Risk Level is computed based on CVSS Version 3.0

Level	Value	Vulnerability
Critical	9 - 10	An Exposure that can affect the contract functions in several events that can risk and disrupt the contract
High	7 - 8.9	An Exposure that can affect the outcome when using the contract that can serve as an opening in manipulating the contract in an unwanted manner
Medium	4 - 6.9	An opening that could affect the outcome in executing the contract in a specific situation
Low	0.1 - 3.9	An opening but doesn't have an impact on the functionality of the contract
Informational	0	An opening that consists of information's but will not risk or affect the contract

Auditing Approach

Every line of code along with its functionalities will undergo manual review to check its security issues, quality, and contract scope of inheritance. The manual review will be done by our team that will document any issues that there were discovered.

Methodology

The auditing process follows a routine series of steps:

1. Code review that includes the following:

- Review of the specifications, sources, and instructions provided to ContractWolf to make sure we understand the size, scope, and functionality of the smart contract.
- Manual review of code, our team will have a process of reading the code line-by-line with the intention of identifying potential vulnerabilities and security flaws.

2. Testing and automated analysis that includes:

- Testing the smart contract functions with common test cases and scenarios, to ensure that it returns the expected results.

3. Best practices review, the team will review the contract with the aim to improve efficiency, effectiveness, clarifications, maintainability, security, and control within the smart contract.

4. Recommendations to help the project take steps to secure the smart contract.

Used Code from other Frameworks/Smart Contracts (Direct Imports)

Imported Packages

- IERC20
- Context
- Ownable
- SafeMath
- BaseToken
- StandardToken

Description

Optimization enabled: Yes

Decimal: 18

Symbol: PTS

Max / Total supply: 50,000,000

Capabilities

Components

Version	Contracts	Libraries	Interfaces	Abstract
1.0	1	1	1	3

Exposed Functions

Version	Public	Private	External	Internal
1.0	14	1	6	21

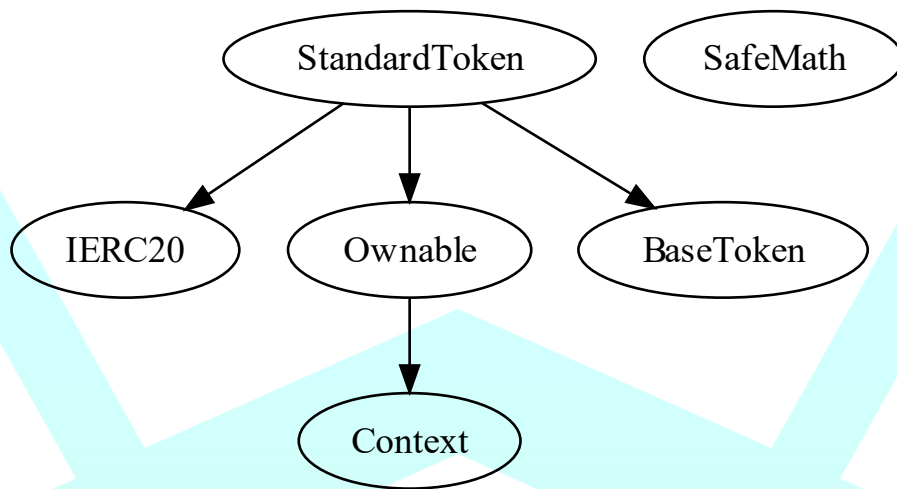
State Variables

Version	Total	Public
1.0	8	1

Capabilities

Version	Solidity Versions Observed	Experimental Features	Can Receive Funds	Uses Assembly	Has Destroyable Contracts
1.0	v0.8.4		Yes	No	No

Inheritance Graph



Correct implementation of Token Standard

Tested	Verified
✓	✓

Overall Checkup (Smart Contract Security)

Tested	Verified
✓	✓

Function	Description	Exist	Tested	Verified
TotalSupply	Information about the total coin or token supply	✓	✓	✓
BalanceOf	Details on the account balance from a specified address	✓	✓	✓
Transfer	An action that transfers a specified amount of coin or token to a specified address	✓	✓	✓
TransferFrom	An action that transfers a specified amount of coin or token from a specified address	✓	✓	✓
Approve	Provides permission to withdraw specified number of coin or token from a specified address	✓	✓	✓

Verify Claims

Statement	Exist	Tested	Deployer
Renounce Ownership	✓	✓	✓
Mint	✓	✓	✗
Burn	✓	✓	✗
Block	—	—	—
Pause	—	—	—

Legend

Attribute	Symbol
Verified / Can	✓
Verified / Cannot	✗
Unverified / Not checked	🚩
Not Available	—

Write Functions of Contract

1. approve

2. decreaseAllowance

3. increaseAllowance

4. renounceOwnership

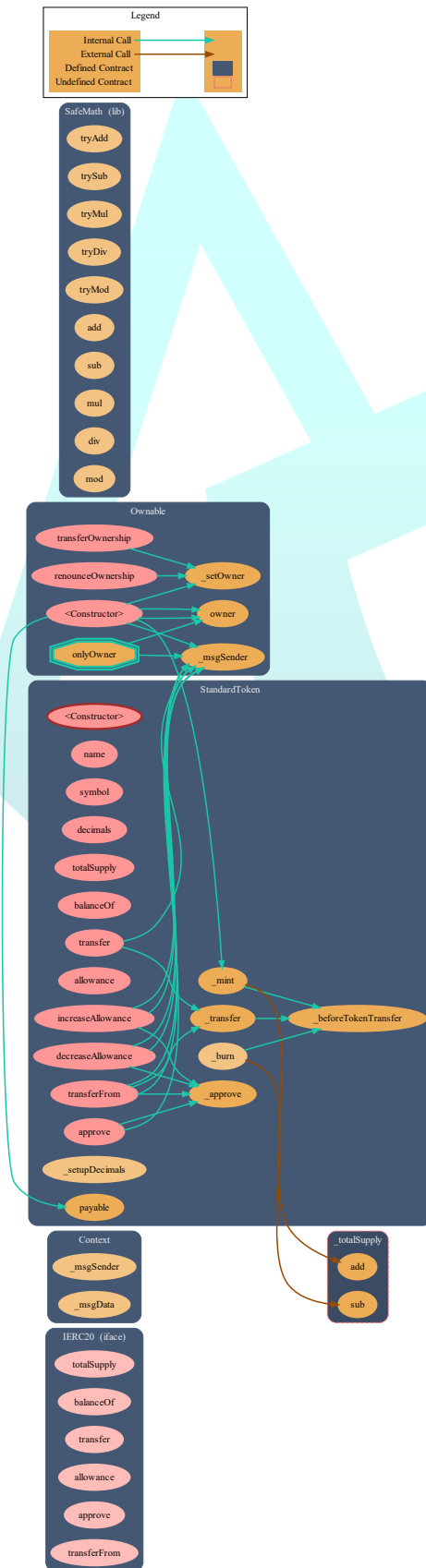
5. transfer

6. transferFrom

7. transferOwnership



Call Graph



SWC Attacks

ID	Title	Status
SWC-136	Unencrypted Private Data On-Chain	PASSED
SWC-135	Code With No Effects	PASSED
SWC-134	Message call with hardcoded gas amount	PASSED
SWC-133	Hash Collisions with Multiple Variable Length Arguments	PASSED
SWC-132	Unexpected Ether balance	PASSED
SWC-131	Presence of unused variables	PASSED
SWC-130	Right-To Left Override control character (U+202E)	PASSED
SWC-129	Typographical Error	PASSED
SWC-128	DoS With Block Gas Limit	PASSED
SWC-127	Arbitrary Jump with Function Type Variable	PASSED
SWC-126	Insufficient Gas Griefing	PASSED
SWC-125	Incorrect Inheritance Order	PASSED
SWC-124	Write to Arbitrary Storage Location	PASSED
SWC-123	Requirement Violation	PASSED
SWC-122	Lack of Proper Signature Verification	PASSED
SWC-121	Missing Protection against Signature Replay Attacks	PASSED
SWC-120	Weak Sources of Randomness from Chain Attributes	PASSED
SWC-119	Shadowing State Variables	PASSED
SWC-118	Incorrect Constructor Name	PASSED
SWC-117	Signature Malleability	PASSED
SWC-116	Block values as a proxy for time	PASSED
SWC-115	Authorization through tx.origin	PASSED
SWC-114	Transaction Order Dependence	PASSED
SWC-113	DoS with Failed Call	PASSED
SWC-112	Delegate call to Untrusted Callee	PASSED
SWC-111	Use of Deprecated Solidity Functions	PASSED

<u>SWC-110</u>	Assert Violation	PASSED
<u>SWC-109</u>	Uninitialized Storage Pointer	PASSED
<u>SWC-108</u>	State Variable Default Visibility	PASSED
<u>SWC-107</u>	Reentrancy	PASSED
<u>SWC-106</u>	Unprotected SELFDESTRUCT Instruction	PASSED
<u>SWC-105</u>	Unprotected Ether Withdrawal	PASSED
<u>SWC-104</u>	Unchecked Call Return Value	PASSED
<u>SWC-103</u>	Floating Pragma	PASSED
<u>SWC-102</u>	Outdated Compiler Version	PASSED
<u>SWC-101</u>	Integer Overflow and Underflow	PASSED
<u>SWC-100</u>	Function Default Visibility	PASSED

AUDIT PASSED

Critical Issues

No critical issues found

High Issues

No high issues found

Medium Issues

No medium issues found

Low Issues

No low issues found

Informational Issues

No informational issues found

Function Issues

No informational issues found

Audit Comments

- Deployer can renounce ownership
- Deployer can transfer ownership
- Deployer cannot burn
- Deployer cannot mint after initial deployment
- Deployer cannot lock/pause contract
- Deployer cannot block users





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