

Blockchain Security | Smart Contract Audits | KYC



Extinction Wars

Audit

Security Assessment 16. March, 2022

For



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Version	Date	Description
1.0	16. March 2022	Layout projectAutomated-/Manual-Security TestingSummary

Network

Binance Smart Chain (BEP20)

Website

www.extinctionwars.com

Telegram

https://t.me/WarsExtinction https://t.me/WarsExtinctionChat

Twitter

https://twitter.com/Extinction_Wars

Facebook

Instagram

https://www.instagram.com/extinctionwars

Discord

https://discord.gg/aNrxhPaPza

Youtube

https://www.youtube.com/channel/UCEQnnrtqR6bqQWXOtzyhLrQ

Description

Extinction Wars is a Block Chain game based on the Worldwide Asset eXchange WAX, created by Yokai Studios. Extinction Wars follows the story of the different tribes and nations who managed to thrive in the radioactive wastelands of the world by either exploiting the now scarce earth resources through alchemy or fighting to survive in this new reality. On it's first season the game will follow the story of two nations, The Silkhs and Arakthnets

Extinction Wars is a deep Click-To-Earn web-browser game (With the upcoming mobile and desktop clients) planned to become a mmorpg in the future. The game takes place in the year 2356 with people struggling to survive. The ones who doesn't have enough Onyx (Our main token) will perish.

We in Yokai studios have been pretty dissapointed with the nft games that came out recently as most of them were lacking basic economic concepts, lore wise or even security flags, so we decided to make our own. Mainly focused on a long lasting experience and economic sustainability. Extinction Wars was born as a project to help out, those people in need of a steady income on the NFT Metaverse. So we are hoping to deliver the best game experience so get ready to check our project!

Project Engagement

During the 14th of March 2022. Extinction Wars 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

- Github
 - https://github.com/yokaistudios/Contracts/blob/main/Onyx.sol
 - Commit: 624a11842c8caf81e7ee716a34931573624d0784

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:

- @openzeppelin/contracts/token/ERC20/ERC20.sol
- @openzeppelin/contracts/token/ERC20/extensions/ERC20Burnable.sol
- @openzeppelin/contracts/token/ERC20/extensions/ERC20Pausable.sol
- @openzeppelin/contracts/access/AccessControlEnumerable.sol
- @openzeppelin/contracts/utils/Context.sol
- @openzeppelin/contracts/utils/math/SafeMath.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.

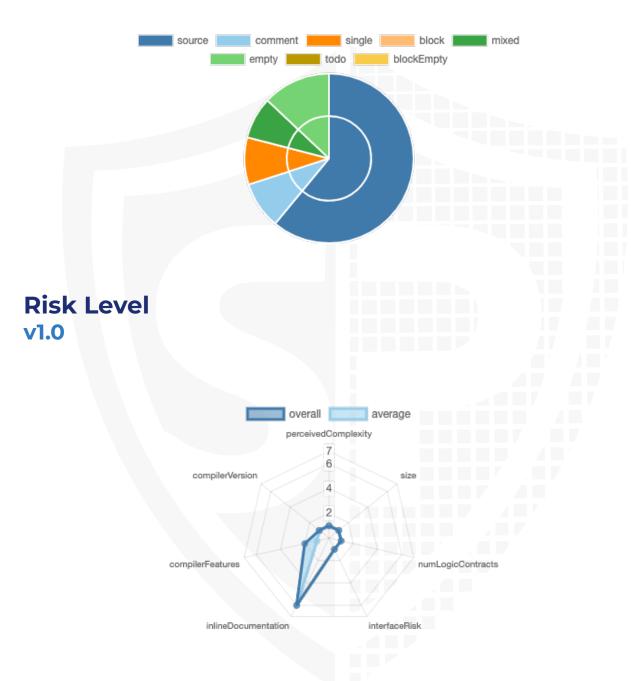
v1.0

File Name	SHA-1 Hash
contracts/onyx.sol	8394167c5316b5beb1d467932a9060e8917009b2



Metrics

Source Lines v1.0



Capabilities

Components

Version	Contracts	Libraries	Interfaces	Abstract
1.0	1	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.

Version	Public	Payable
1.0	1	0

Version	External	Internal	Private	Pure	View
1.0	0	4	0	0	0

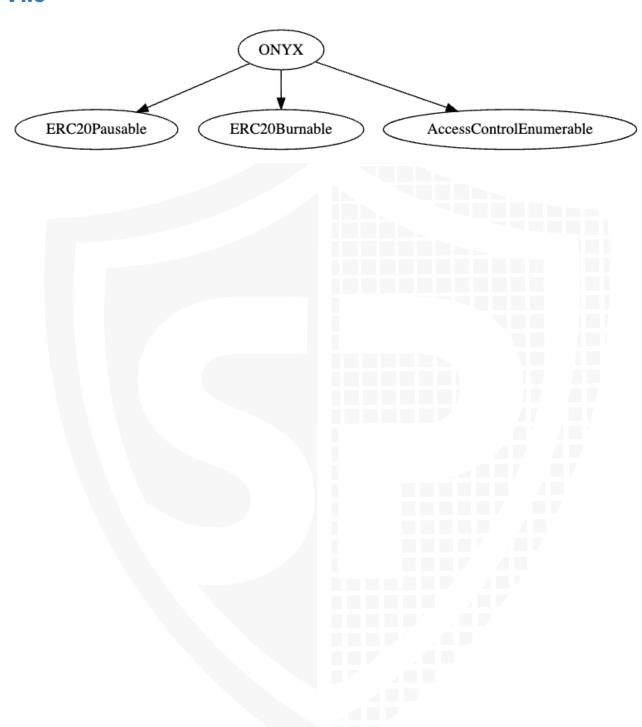
State Variables

Version	Total	Public
1.0	16	0

Capabilities

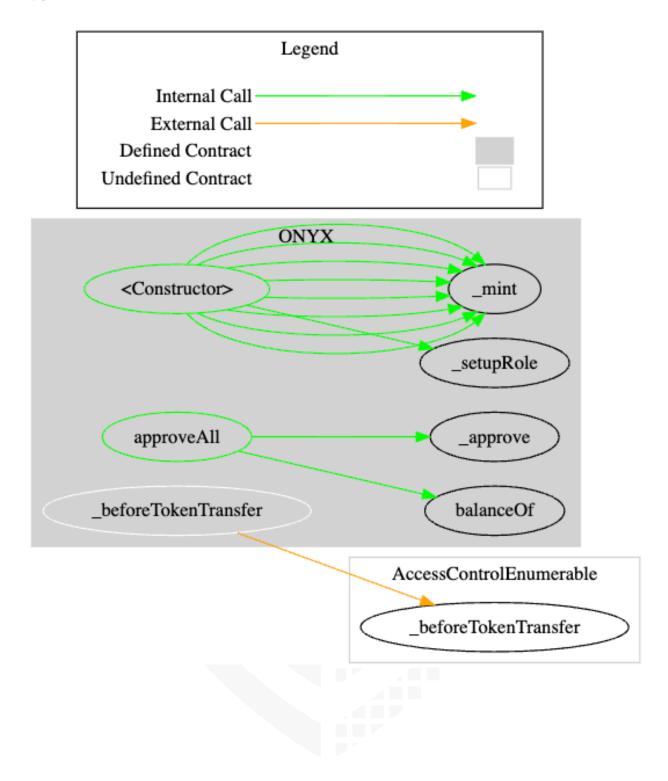
Version	Solidity Versions observed	Experim ental Features	Can Receive Funds	Uses Assembl Y	Has Destroya ble Contract s
1.0	^0.8.9				

Inheritance Graph v1.0



CallGraph

v1.0



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. 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)

Correct implementation of Token standard

	ERC20						
Function	Description	Exist	Tested	Verified			
TotalSupply	Provides information about the total token supply	√	✓	\checkmark			
BalanceOf	Provides account balance of the owner's account	\checkmark	√	\checkmark			
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 contract v1.0



Deployer cannot mint any new tokens

Name	Exist	Tested	Status
Deployer cannot mint	√	√	√



Deployer cannot burn or lock user funds

Name	Exist	Tested	Status
Deployer cannot lock	\checkmark	√	\checkmark
Deployer cannot burn	√	√	√

Comments:

v1.0

· Everybody can burn own tokens

Deployer cannot pause the contract

Name	Exist	Tested	Status
Deployer cannot pause	-	_	-



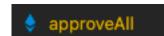
Overall checkup (Smart Contract Security)



Legend

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

Modifiers and public functions v1.0



Information: not listed functions are functions which is used from libraries directly

Please check if an OnlyOwner or similar restrictive modifier has been forgotten.



Source Units in Scope v1.0

Туре	File	Logic Contracts	Interfaces	Lines	nLines	nSLOC	Comment Lines	Complex. Score	Capabilities
9	contracts/onyx.sol	1		75	75	61	9	38	
>	Totals	1		75	75	61	9	38	

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	A floating pragma is set	2	The current pragma Solidity directive is ""^0.8.9"".
#2	Main	Missing Zero Address Validation (missing- zero-check)	37-44	Check that the address is not zero

Informational issues

Issu	ie File	Type	Line	Description
#1	Main	State variables that could be declared constant (constable-states)	26-33	Add the `constant` attributes to state variables that never change

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.

16. March 2022:

· Read whole report for more information



SWC Attacks

ID	Title	Relationships	Status
<u>SW</u> <u>C-1</u> <u>36</u>	Unencrypted Private Data On-Chain	CWE-767: Access to Critical Private Variable via Public Method	PASSED
<u>SW</u> <u>C-1</u> <u>35</u>	Code With No Effects	CWE-1164: Irrelevant Code	PASSED
<u>SW</u> <u>C-1</u> <u>34</u>	Message call with hardcoded gas amount	CWE-655: Improper Initialization	PASSED
<u>SW</u> <u>C-1</u> <u>33</u>	Hash Collisions With Multiple Variable Length Arguments	CWE-294: Authentication Bypass by Capture-replay	PASSED
<u>SW</u> <u>C-1</u> <u>32</u>	Unexpected Ether balance	CWE-667: Improper Locking	PASSED
<u>SW</u> <u>C-1</u> <u>31</u>	Presence of unused variables	CWE-1164: Irrelevant Code	PASSED
<u>SW</u> <u>C-1</u> <u>30</u>	Right-To-Left- Override control character (U+202E)	CWE-451: User Interface (UI) Misrepresentation of Critical Information	PASSED
<u>SW</u> <u>C-1</u> <u>29</u>	Typographical Error	CWE-480: Use of Incorrect Operator	PASSED
<u>SW</u> <u>C-1</u> <u>28</u>	DoS With Block Gas Limit	CWE-400: Uncontrolled Resource Consumption	PASSED

<u>SW</u> <u>C-1</u> <u>27</u>	Arbitrary Jump with Function Type Variable	CWE-695: Use of Low-Level Functionality	PASSED
SW C-1 25	Incorrect Inheritance Order	CWE-696: Incorrect Behavior Order	PASSED
<u>SW</u> <u>C-1</u> <u>24</u>	Write to Arbitrary Storage Location	CWE-123: Write-what-where Condition	PASSED
<u>SW</u> <u>C-1</u> <u>23</u>	Requirement Violation	CWE-573: Improper Following of Specification by Caller	PASSED
<u>SW</u> <u>C-1</u> <u>22</u>	Lack of Proper Signature Verification	CWE-345: Insufficient Verification of Data Authenticity	PASSED
SW C-1 21	Missing Protection against Signature Replay Attacks	CWE-347: Improper Verification of Cryptographic Signature	PASSED
SW C-1 20	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-11</u> <u>1</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
SW C-1 09	Uninitialized Storage Pointer	CWE-824: Access of Uninitialized Pointer	PASSED
<u>SW</u> <u>C-1</u> <u>08</u>	State Variable Default Visibility	CWE-710: Improper Adherence to Coding Standards	PASSED
SW C-1 07	Reentrancy	CWE-841: Improper Enforcement of Behavioral Workflow	PASSED
<u>SW</u> <u>C-1</u> <u>06</u>	Unprotected SELFDESTRUC T Instruction	CWE-284: Improper Access Control	PASSED

<u>SW</u> <u>C-1</u> <u>05</u>	Unprotected Ether Withdrawal	CWE-284: Improper Access Control	PASSED
SW C-1 04	Unchecked Call Return Value	CWE-252: Unchecked Return Value	PASSED
<u>SW</u> <u>C-1</u> <u>03</u>	Floating Pragma	CWE-664: Improper Control of a Resource Through its Lifetime	NOT PASSED
<u>SW</u> <u>C-1</u> <u>02</u>	Outdated Compiler Version	CWE-937: Using Components with Known Vulnerabilities	PASSED
<u>SW</u> <u>C-1</u> <u>01</u>	Integer Overflow and Underflow	CWE-682: Incorrect Calculation	PASSED
<u>SW</u> <u>C-1</u> <u>00</u>	Function Default Visibility	CWE-710: Improper Adherence to Coding Standards	PASSED



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