

# Preliminary Comments

# **GAIA - BNB**

Dec 13th, 2021



# **Table of Contents**

#### **Summary**

#### **Overview**

Project Summary

Audit Summary

<u>Vulnerability Summary</u>

Audit Scope

### Findings

RPC-01: Centralization Risk

RPC-02: Unhandled Return Value

RPC-03: Variables that Could be Declared as `constant`

RPC-04: Missing Emit Events

RPC-05: Improper Usage of `public` and `external` Type

RPC-06: Unlocked Compiler Version

RPC-07: Potential Reward Miscalculation

RPC-08: Discussion on Token Transfer Flow

#### **Appendix**

#### **Disclaimer**

#### About



# **Summary**

This report has been prepared for GAIA to discover issues and vulnerabilities in the source code of the GAIA - BNB project as well as any contract dependencies that were not part of an officially recognized library. A comprehensive examination has been performed, utilizing Static Analysis and Manual Review techniques.

The auditing process pays special attention to the following considerations:

- Testing the smart contracts against both common and uncommon attack vectors.
- Assessing the codebase to ensure compliance with current best practices and industry standards.
- Ensuring contract logic meets the specifications and intentions of the client.
- Cross referencing contract structure and implementation against similar smart contracts produced by industry leaders.
- Thorough line-by-line manual review of the entire codebase by industry experts.

The security assessment resulted in findings that ranged from critical to informational. We recommend addressing these findings to ensure a high level of security standards and industry practices. We suggest recommendations that could better serve the project from the security perspective:

- Enhance general coding practices for better structures of source codes;
- Add enough unit tests to cover the possible use cases;
- Provide more comments per each function for readability, especially contracts that are verified in public;
- Provide more transparency on privileged activities once the protocol is live.



# Overview

# **Project Summary**

Project Name	GA GA	IA - BNB				
Platform	log	lygon				
Language	So	lidity				
Codebase	http	ps://bscscan.co	om/address/0xfb	d25f0e7943f7b0d	101e59e37337cdf	37ec9676#code

# **Audit Summary**

Delivery Date	Dec 13, 2021			
Audit Methodology	Static Analysis, N	Manual Review		
Key Components	RewardPool			

# **Vulnerability Summary**

Q	Vulnerability Level	Total	① Pending	⊗ Declined	(i) Acknowledged	Partially Resolved	⊗ Resolved
	• Critical	0	0	0	0	0	0
	<ul><li>Major</li></ul>	1	1			ARTHUR DE LA CONTRACTION DEL CONTRACTION DE LA C	0
	<ul><li>Medium</li></ul>	0	0	0	0	0	0
	Minor	0	0	E 0	2 1 × 0	REG O RIVE	0 200
	<ul><li>Informational</li></ul>	5	52111111111	0	0 42 17	0)	OF THE OF THE PERSON OF THE PE
	<ul><li>Discussion</li></ul>	2	2	0	0	0	0



#### Overview

**Gaia** is part of the new generation of gaming being built on the blockchain which gives players full ownership of their characters and rewards them for playing in a "play to earn" model of gaming.

#### **External Dependencies**

The scope of the audit treats third-party entities as black boxes and assumes their functional correctness. However, in the real world, third parties can be compromised and this may lead to lost or stolen assets.

There are a few dependent injection contracts and addresses in the current project:

#### Contract RewardPool:

- token: 0x347E430b7Cd1235E216be58ffA13394e5009E6e2;
- depositToken: 0xcE6204E6558Ec222F81447188a8A8c4273706f42;
- \_\_owner;
- rewardDistribution.

Currently, the \_owner and the rewardDistribution are attached to address 0xa1d5bd7298d35d8d5c8210abe78cc901e25b50a9

We assume these contracts or addresses are valid and non-vulnerable actors and implement proper logic to collaborate with the current project.

### Privileged Functions

In the contract RewardPool, the role owner has the authority over the following function:

- renounceOwnership() to renounce ownership;
- transferOwnership() to transfer ownership;
- setRewardDistribution() to update the address of rewardDistribution;
- destroyContract() to call the selfdestruct method on the contract thereby transfering balance to the owner.

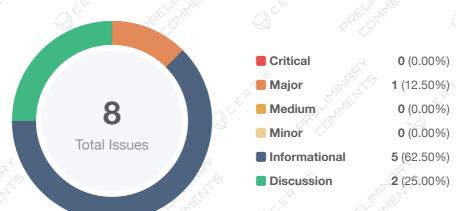
In the contract RewardPool, the address rewardDistribution has the authority over the following function:

- notifyRewardAmount() to update the rewardRate, lastUpdateTime, and periodFinish;
- withdrawTOKEN() to withdraw tokens from the contract.



To improve the trustworthiness of the project, dynamic runtime updates in the project should be notified to the community. Any plan to invoke the aforementioned functions should be also considered to move to the execution queue of the Timelock contract.

# Findings



ID	Title	Category	Severity	Status
RPC-01	Centralization Risk	Centralization / Privilege	• Major	① Pending
RPC-02	Unhandled Return Value	Logical Issue	Informational	① Pending
RPC-03	Variables that Could be Declared as constant	Gas Optimization	Informational	① Pending
RPC-04	Missing Emit Events	Coding Style	<ul><li>Informational</li></ul>	① Pending
RPC-05	Improper Usage of public and external Type	Gas Optimization	Informational	① Pending
RPC-06	Unlocked Compiler Version	Language Specific	<ul> <li>Informational</li> </ul>	① Pending
RPC-07	Potential Reward Miscalculation	Logical Issue	Discussion	① Pending
RPC-08	Discussion on Token Transfer Flow	Logical Issue	<ul><li>Discussion</li></ul>	① Pending



### RPC-01 | Centralization Risk

Category		Severity	Location		Status	
Centralization / Privilege	e _\-	<ul><li>Major</li></ul>	projects/Reward	dPool.sol: 238	① Pending	

### Description

In the contract RewardPool, the role owner has the authority over the following function:

- renounceOwnership() to renounce ownership;
- transferOwnership() to transfer ownership;
- setRewardDistribution() to update the address of rewardDistribution;
- destroyContract() to call the selfdestruct method on the contract thereby transfering balance to the owner.

In the contract RewardPool, the address rewardDistribution has the authority over the following function:

- notifyRewardAmount() to update the rewardRate, lastUpdateTime, and periodFinish;
- withdrawT0KEN() to withdraw tokens from the contract.

Any compromise to the owner and rewardDistribution accounts may allow the hacker to take advantage of these functions.

As of Dec-13th-2021, the \_owner and the rewardDistribution are address 0xa1d5bd7298d35d8d5c8210abe78cc901e25b50a9, which is an EOA.

### Recommendation

We advise the client to carefully manage the owner and rewardDistribution accounts' private keys to avoid any potential risks of being hacked. In general, we strongly recommend centralized privileges or roles in the protocol to be improved via a decentralized mechanism or smart-contract-based accounts with enhanced security practices, e.g., Multisignature wallets.

Indicatively, here is some feasible suggestions that would also mitigate the potential risk at the different level in term of short-term and long-term:

- Time-lock with reasonable latency, e.g., 48 hours, for awareness on privileged operations;
- Assignment of privileged roles to multi-signature wallets to prevent a single point of failure due to the private key;

• Introduction of a DAO/governance/voting module to increase transparency and user involvement.



# RPC-02 | Unhandled Return Value

Category	Severity	Location			Status
Logical Issue	<ul><li>Informational</li></ul>	projects/Rewa	ardPool.sol: 617	, 585, 501, 495	① Pending

### Description

The return values of transferFrom() and transfer() are not properly handled. For example,

```
495 depositToken.transferFrom(msg.sender, address(this), amount);
501 depositToken.transfer(msg.sender, amount);
585 token.transfer(msg.sender, reward);
617 token.transfer(msg.sender, amount);
```

transferFrom() and transfer() are not void-return functions per IERC20 interface. Ignoring the return values of the functions might cause some unexpected exceptions, especially if the called functions do not revert automatically on failure.

#### Recommendation

We recommend checking the return values of the aforementioned functions and handling both success and failure cases based on the business logic.



# RPC-03 | Variables that Could be Declared as constant

Category	Severity		Location		Status	
Gas Optimization	<ul><li>Information</li></ul>	onal	projects/RewardPoo	ol.sol: 479, 506	① Pending	g pr

# Description

The linked variables could be declared as constant since these state variables are never modified.

# Recommendation

We recommend to declare these variables as constant.



# RPC-04 | Missing Emit Events

Category	Severity	Location			Status	
Coding Style	<ul><li>Informational</li></ul>	projects/Re	ewardPool.sol:	236~241	① Pending	

# Description

There should always be events emitted in the sensitive functions that are controlled by centralization roles.

### Recommendation

It is recommended emitting events for the sensitive functions that are controlled by centralization roles.



# RPC-05 | Improper Usage of public and external Type

Category	Severity	Location				Status
Gas Optimization	<ul> <li>Informational</li> </ul>	projects/RewardP 2~496	Pool.sol: 196~199,	170~172, 205~207	, 498~502, 49	① Pending

### Description

public functions that are never called by the contract could be declared as external. external functions are more efficient than public functions.

### Recommendation

Consider using the external attribute for public functions that are never called within the contract.



# **RPC-06 | Unlocked Compiler Version**

Category	Severity	Location	Status
Language Specific	<ul><li>Informational</li></ul>	projects/RewardPool.sol: 7	① Pending

# Description

The contract has unlocked compiler version. An unlocked compiler version in the source code of the contract permits the user to compile it at or above a particular version. This, in turn, leads to differences in the generated bytecode between compilations due to different compiler versions. This can lead to an ambiguity when debugging as compiler specific bugs may occur in the codebase that would be hard to identify over a span of multiple compiler versions rather than a specific one.

#### Recommendation

We advise that the compiler version is instead locked at the lowest version possible that the contract can be compiled at. For example, for version v0.5.5 the contract should contain the following line:

pragma solidity 0.5.5;



### RPC-07 | Potential Reward Miscalculation

Category	Severity	Location			Status	
Logical Issue	<ul><li>Discussion</li></ul>	projects/Re	wardPool.sol:	572, 566	① Pending	

### Description

When an user firstly stakes tokens by calling the stake() function, modifier updateReward() will be indirectly invoked, where reward[account] is calculated as follows:

```
546 balanceOf(account)
547    .mul(rewardPerToken().sub(userRewardPerTokenPaid[account]))
548    .div(1e18)
549    .add(rewards[account]);
```

Since this would be the first time the said user stakes, userRewardPerTokenPaid[account] and rewards[account] are initialized with zero values. Therefore, rewards[account] would equal balanceOf(account).mul(rewardPerToken()).div(1e18). Assuming this user is not the first one to stake, rewardPerToken() would equal

```
rewardPerTokenStored.add(
    lastTimeRewardApplicable()
sub(lastUpdateTime)
    .mul(rewardRate)
    .mul(1e18)
stimul(1e18)
stimul(1e18)
stimul(1e18)
stimul(1e18)
```

Here, totalSupply() would not include this particular user's staked amount, since super.stake(amount) is only invoked after the modifier updateReward(msg.sender) finishes execution in the stake() function. Therefore, totalSupply() only reflects the total supply before the stake. As a result, the result of rewardPerToken() is a product of total supply before the said user stakes, thereby assigning a higher than normal value to rewards[account].

The same applies to the withdraw() function.

#### Recommendation

We want to confirm with the client that this is the intended design.



# RPC-08 | Discussion on Token Transfer Flow

Category	Severity	Location		Status	
Logical Issue	<ul><li>Discussion</li></ul>	projects/RewardPool.s	sol: 590	① Pending	

### Description

According to the current implementation, the rewardDistribution address will update the reward by calling notifyRewardAmount().

However, the contract implementation itself does not guarantee there is sufficient token to be distributed to users. Currently, the project should manually transfer reward token to the contract.

The concern is, if there is not enough token transferred to the current address/contract, users might not be able to get rewards as expected.

We would like to check with the team if the tokens will be guaranteed in this centralized way.



# **Appendix**

### **Finding Categories**

### Centralization / Privilege

Centralization / Privilege findings refer to either feature logic or implementation of components that act against the nature of decentralization, such as explicit ownership or specialized access roles in combination with a mechanism to relocate funds.

### Gas Optimization

Gas Optimization findings do not affect the functionality of the code but generate different, more optimal EVM opcodes resulting in a reduction on the total gas cost of a transaction.

### Logical Issue

Logical Issue findings detail a fault in the logic of the linked code, such as an incorrect notion on how block.timestamp works.

### Language Specific

Language Specific findings are issues that would only arise within Solidity, i.e. incorrect usage of private or delete.

### Coding Style

Coding Style findings usually do not affect the generated byte-code but rather comment on how to make the codebase more legible and, as a result, easily maintainable.

### **Checksum Calculation Method**

The "Checksum" field in the "Audit Scope" section is calculated as the SHA-256 (Secure Hash Algorithm 2 with digest size of 256 bits) digest of the content of each file hosted in the listed source repository under the specified commit.

The result is hexadecimal encoded and is the same as the output of the Linux "sha256sum" command against the target file.



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