Cyberscope

Audit Report
SpotPlayArena Games

June 2023

Network	BSC
Address	0x8fA4DA191A1cF21D9d8DAAc7b5051b52D53fE2Cb
Audited by	© cyberscope

Analysis

🔴 Critical 🟠 Medium ⚪ Minor / Informative 🔵 Pass

Severity	Code	Description	Status
🔴	ST	Stops Transactions	Unresolved
🔵	OTUT	Transfers User's Tokens	Passed
🔵	ELFM	Exceeds Fees Limit	Passed
🔵	MT	Mints Tokens	Passed
🔵	BT	Burns Tokens	Passed
🔵	BC	Blacklists Addresses	Passed

Diagnostics

🔴 Critical 🟠 Medium ● Minor / Informative

Severity	Code	Description	Status
●	DDP	Decimal Division Precision	Unresolved
●	RES	Redundant Event Statement	Unresolved
●	PVC	Price Volatility Concern	Unresolved
●	PTRP	Potential Transfer Revert Propagation	Unresolved
●	RSD	Redundant Swap Duplication	Unresolved
●	IDI	Immutable Declaration Improvement	Unresolved
●	L04	Conformance to Solidity Naming Conventions	Unresolved
●	L09	Dead Code Elimination	Unresolved
●	L14	Uninitialized Variables in Local Scope	Unresolved
●	L17	Usage of Solidity Assembly	Unresolved
●	L20	Succeeded Transfer Check	Unresolved

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Review

Contract Name	SpotPlayArena
Compiler Version	v0.8.17+commit.8df45f5f
Optimization	200 runs
Explorer	https://bscscan.com/address/0x8fa4da191a1cf21d9d8daac7b5051b52d53fe2cb
Address	0x8fa4da191a1cf21d9d8daac7b5051b52d53fe2cb
Network	BSC
Symbol	SPAG
Decimals	18
Total Supply	618,000,000

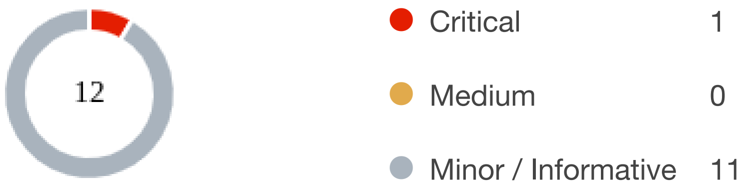
Audit Updates

Initial Audit	28 Jun 2023

Source Files

Filename	SHA256
SpotPlayArena.sol	6c4d1c4047a24be4443b606230d5a4c1d1c18046d57977c763b45e4aa0505d90

Findings Breakdown



Severity	Unresolved	Acknowledged	Resolved	Other
● Critical	1	0	0	0
● Medium	0	0	0	0
● Minor / Informative	11	0	0	0

ST - Stops Transactions

Criticality	Critical
Location	SpotPlayArena.sol#L712
Status	Unresolved

Description

The transactions are initially disabled for all users excluding the authorized addresses. The owner can enable the transactions for all users. Once the transactions are enable the owner will not be able to disable them again.

```
require(tradingEnabled || _isExcludedFromFees[from] ||
_isExcludedFrom[to], "Trading not yet enabled!");
```

Recommendation

The team should carefully manage the private keys of the owner's account. We strongly recommend a powerful security mechanism that will prevent a single user from accessing the contract admin functions. Some suggestions are:

- Introduce a multi-sign wallet so that many addresses will confirm the action.
- Introduce a governance model where users will vote about the actions.

DDP - Decimal Division Precision

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L
Status	Unresolved

Description

Division of decimal (fixed point) numbers can result in rounding errors due to the way that division is implemented in Solidity. Thus, it may produce issues with precise calculations with decimal numbers.

Solidity represents decimal numbers as integers, with the decimal point implied by the number of decimal places specified in the type (e.g. decimal with 18 decimal places). When a division is performed with decimal numbers, the result is also represented as an integer, with the decimal point implied by the number of decimal places in the type. This can lead to rounding errors, as the result may not be able to be accurately represented as an integer with the specified number of decimal places.

Hence, the splitted shares will not have the exact precision and some funds may not be calculated as expected.

```
uint256 marketingTokens = contractTokenBalance * marketingShare
/ totalFee;
```

Recommendation

The team is advised to take into consideration the rounding results that are produced from the solidity calculations. The contract could calculate the subtraction of the divided funds in the last calculation in order to avoid the division rounding issue.

RES - Redundant Event Statement

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L830
Status	Unresolved

Description

There are code segments that could be optimized. A segment may be optimized so that it becomes a smaller size, consumes less memory, executes more rapidly, or performs fewer operations.

The `Burn` event statement is not used in the contract's implamantation. Hence, the event is redundant.

```
event Burn(address indexed burner, uint256 value);
```

Recommendation

The team is advised to take these segments into consideration and rewrite them so the runtime will be more performant. That way it will improve the efficiency and performance of the source code and reduce the cost of executing it. It is recommend removing the unused event statement from the contract..

PVC - Price Volatility Concern

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L727SpotPlayArena.sol#L773
Status	Unresolved

Description

The contract accumulates tokens from the taxes to swap them for ETH. The contract has a `swapEnabled` flag that can be toggled on and off from the owner using the `setSwapEnabled` function. When `swapEnabled` is disabled, the contract starts to accumulate tokens in its balance. If `swapEnabled` is later enabled, the contract will swap all of its token balances at once meaning that a huge amount of tokens would be swapped.

The swap condition also checks whether the sum of `_totalFeesOnBuy` and `_totalFeesOnSell` is greater than zero. If the contract owner uses the `updateBuyFees` and `updateSellFees` functions to set these fees to zero, the swap will never occur. This could lead to an indefinite accumulation of tokens in the contract's balance, until the contract owner resets the fees above zero.

Also the contract accumulates tokens from the taxes to swap them for ETH. The variable `swapTokensAtAmount` sets a threshold where the contract will trigger the swap functionality. If the variable is set to a big number, then the contract will swap a huge amount of tokens for ETH.

It is important to note that the price of the token representing it, can be highly volatile. This means that the value of a price volatility swap involving Ether could fluctuate significantly at the triggered point, potentially leading to significant price volatility for the parties involved.

```
bool canSwap = contractTokenBalance >= swapTokensAtAmount;

if (canSwap &&
    !swapping &&
    to == uniswapV2Pair &&
    _totalFeesOnBuy + _totalFeesOnSell > 0 &&
    swapEnabled
    ) {
    swapping = true;
...
    swapping = false;
    }
```

```
function setSwapTokensAtAmount(uint256 newAmount) external
onlyOwner{
    require(newAmount > totalSupply() / 1_000_000,
"SwapTokensAtAmount must be greater than 0.0001% of total
supply");
    swapTokensAtAmount = newAmount;

    emit SwapTokensAtAmountUpdated(swapTokensAtAmount);
}
```

Recommendation

The contract could ensure that it will not sell more than a reasonable amount of tokens in a single transaction. We recommend implementing a mechanism to limit the number of tokens that can be swapped at once. This could be a fixed limit or a percentage of the total token supply or the contract's token balance. Hence, the contract will guarantee that it cannot accumulate a huge amount of tokens in order to sell them.

PTRP - Potential Transfer Revert Propagation

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L827
Status	Unresolved

Description

The contract sends funds to a `marketingWallet` as part of the transfer flow. This address can either be a wallet address or a contract. If the address belongs to a contract then it may revert from incoming payment. As a result, the error will propagate to the token's contract and revert the transfer.

```
payable(marketingWallet).sendValue(newBalance);
```

Recommendation

The contract should tolerate the potential revert from the underlying contracts when the interaction is part of the main transfer flow. This could be achieved by not allowing set contract addresses or by sending the funds in a non-revertable way.

RSD - Redundant Swap Duplication

Criticality	Minor / Informative
Status	Unresolved

Description

The contract contains multiple swap methods that individually perform token swaps and transfer promotional amounts to specific addresses and features. This redundant duplication of code introduces unnecessary complexity and increases dramatically the gas consumption. By consolidating these operations into a single swap method, the contract can achieve better code readability, reduce gas costs, and improve overall efficiency.

```
if (liquidityShare > 0) {
    uint256 liquidityTokens = contractTokenBalance *
liquidityShare / totalFee;
    swapAndLiquify(liquidityTokens);
}

if (marketingShare > 0) {
    uint256 marketingTokens = contractTokenBalance *
marketingShare / totalFee;
    swapAndSendMarketing(marketingTokens);
}
```

Recommendation

A more optimized approach could be adopted to perform the token swap operation once for the total amount of tokens and distribute the proportional amounts to the corresponding addresses, eliminating the need for separate swaps.

IDI - Immutable Declaration Improvement

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L602,603,607,615
Status	Unresolved

Description

The contract declares state variables that their value is initialized once in the constructor and are not modified afterwards. The `immutable` is a special declaration for this kind of state variables that saves gas when it is defined.

```
uniswapV2Router
uniswapV2Pair
creator
maxFee
```

Recommendation

By declaring a variable as immutable, the Solidity compiler is able to make certain optimizations. This can reduce the amount of storage and computation required by the contract, and make it more gas-efficient.

L04 - Conformance to Solidity Naming Conventions

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L37,38,55,75,663,674,686,693,768,831
Status	Unresolved

Description

The Solidity style guide is a set of guidelines for writing clean and consistent Solidity code. Adhering to a style guide can help improve the readability and maintainability of the Solidity code, making it easier for others to understand and work with.

The followings are a few key points from the Solidity style guide:

1. Use camelCase for function and variable names, with the first letter in lowercase (e.g., myVariable, updateCounter).
2. Use PascalCase for contract, struct, and enum names, with the first letter in uppercase (e.g., MyContract, UserStruct, ErrorEnum).
3. Use uppercase for constant variables and enums (e.g., MAX_VALUE, ERROR_CODE).
4. Use indentation to improve readability and structure.
5. Use spaces between operators and after commas.
6. Use comments to explain the purpose and behavior of the code.
7. Keep lines short (around 120 characters) to improve readability.

```
function DOMAIN_SEPARATOR() external view returns (bytes32);
function PERMIT_TYPEHASH() external pure returns (bytes32);
function MINIMUM_LIQUIDITY() external pure returns (uint);
function WETH() external pure returns (address);
uint256 _marketingFeeOnBuy
uint256 _liquidityFeeOnBuy
uint256 _liquidityFeeOnSell
uint256 _marketingFeeOnSell
uint256 _walletToWalletTransferFee
address _marketingWallet
bool _enabled
uint256 _value
```

Recommendation

By following the Solidity naming convention guidelines, the codebase increased the readability, maintainability, and makes it easier to work with.
Find more information on the Solidity documentation https://docs.soliditylang.org/en/v0.8.17/style-guide.html#naming-convention.

L09 - Dead Code Elimination

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L231,242,246,254,262,273,277,286,290,299,317,329
Status	Unresolved

Description

In Solidity, dead code is code that is written in the contract, but is never executed or reached during normal contract execution. Dead code can occur for a variety of reasons, such as:

- Conditional statements that are always false.
- Functions that are never called.
- Unreachable code (e.g., code that follows a return statement).

Dead code can make a contract more difficult to understand and maintain, and can also increase the size of the contract and the cost of deploying and interacting with it.

```
function isContract(address account) internal view returns
(bool) {
        return account.code.length > 0;
    }

function functionCall(address target, bytes memory data)
internal returns (bytes memory) {
        return functionCallWithValue(target, data, 0, "Address:
low-level call failed");
...
function functionCall(
        address target,
        bytes memory data,
        string memory errorMessage
    ) internal returns (bytes memory) {
        return functionCallWithValue(target, data, 0,
errorMessage);
    }

...
```

Recommendation

To avoid creating dead code, it's important to carefully consider the logic and flow of the contract and to remove any code that is not needed or that is never executed. This can help improve the clarity and efficiency of the contract.

L14 - Uninitialized Variables in Local Scope

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L587
Status	Unresolved

Description

Using an uninitialized local variable can lead to unpredictable behavior and potentially cause errors in the contract. It's important to always initialize local variables with appropriate values before using them.

```
address router
```

Recommendation

By initializing local variables before using them, the contract ensures that the functions behave as expected and avoid potential issues.

L17 - Usage of Solidity Assembly

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L334
Status	Unresolved

Description

Using assembly can be useful for optimizing code, but it can also be error-prone. It's important to carefully test and debug assembly code to ensure that it is correct and does not contain any errors.

Some common types of errors that can occur when using assembly in Solidity include Syntax, Type, Out-of-bounds, Stack, and Revert.

```
assembly {
                let returndata_size := mload(returndata)
                revert(add(32, returndata), returndata_size)
            }
```

Recommendation

It is recommended to use assembly sparingly and only when necessary, as it can be difficult to read and understand compared to Solidity code.

L20 - Succeeded Transfer Check

Criticality	Minor / Informative
Location	SpotPlayArena.sol#L648
Status	Unresolved

Description

According to the ERC20 specification, the transfer methods should be checked if the result is successful. Otherwise, the contract may wrongly assume that the transfer has been established.

```
ERC20token.transfer(msg.sender, balance)
```

Recommendation

The contract should check if the result of the transfer methods is successful. The team is advised to check the SafeERC20 library from the Openzeppelin library.

Functions Analysis

Contract	Type	Bases		
	Function Name	**Visibility**	**Mutability**	**Modifiers**
IUniswapV2Factory	Interface			
	feeTo	External		-
	feeToSetter	External		-
	getPair	External		-
	allPairs	External		-
	allPairsLength	External		-
	createPair	External	✓	-
	setFeeTo	External	✓	-
	setFeeToSetter	External	✓	-
IUniswapV2Pair	Interface			
	name	External		-
	symbol	External		-
	decimals	External		-
	totalSupply	External		-
	balanceOf	External		-
	allowance	External		-
	approve	External	✓	-

	transfer	External	✓	-
	transferFrom	External	✓	-
	DOMAIN_SEPARATOR	External		-
	PERMIT_TYPEHASH	External		-
	nonces	External		-
	permit	External	✓	-
	MINIMUM_LIQUIDITY	External		-
	factory	External		-
	token0	External		-
	token1	External		-
	getReserves	External		-
	price0CumulativeLast	External		-
	price1CumulativeLast	External		-
	kLast	External		-
	mint	External	✓	-
	burn	External	✓	-
	swap	External	✓	-
	skim	External	✓	-
	sync	External	✓	-
	initialize	External	✓	-
IUniswapV2Router01	Interface			
	factory	External		-

	WETH	External		-
	addLiquidity	External	✓	-
	addLiquidityETH	External	Payable	-
	removeLiquidity	External	✓	-
	removeLiquidityETH	External	✓	-
	removeLiquidityWithPermit	External	✓	-
	removeLiquidityETHWithPermit	External	✓	-
	swapExactTokensForTokens	External	✓	-
	swapTokensForExactTokens	External	✓	-
	swapExactETHForTokens	External	Payable	-
	swapTokensForExactETH	External	✓	-
	swapExactTokensForETH	External	✓	-
	swapETHForExactTokens	External	Payable	-
	quote	External		-
	getAmountOut	External		-
	getAmountIn	External		-
	getAmountsOut	External		-
	getAmountsIn	External		-
IUniswapV2Router02	Interface	IUniswapV2Router01		
	removeLiquidityETHSupportingFeeOnTransferTokens	External	✓	-
	removeLiquidityETHWithPermitSupportingFeeOnTransferTokens	External	✓	-

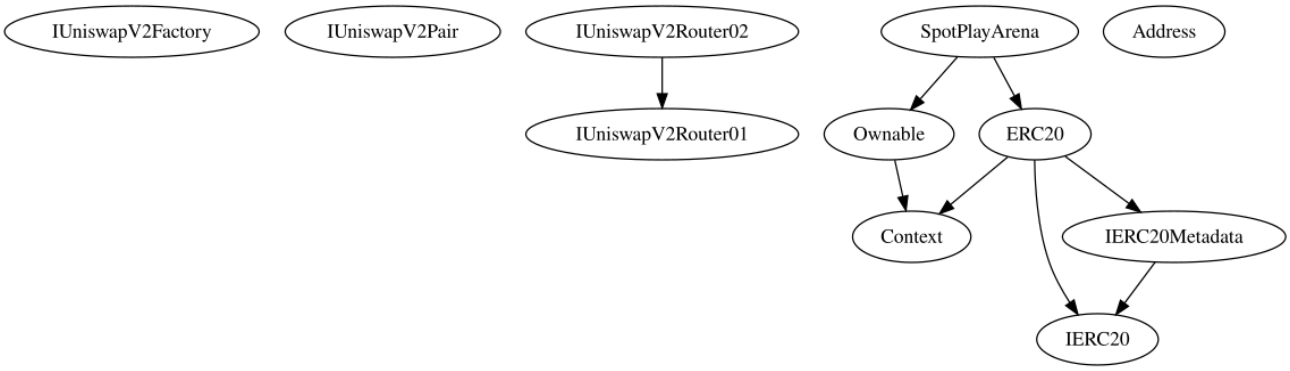
	swapExactTokensForTokensSupportingFeeOnTransferTokens	External	✓	-
	swapExactETHForTokensSupportingFeeOnTransferTokens	External	Payable	-
	swapExactTokensForETHSupportingFeeOnTransferTokens	External	✓	-
IERC20	Interface			
	totalSupply	External		-
	balanceOf	External		-
	transfer	External	✓	-
	allowance	External		-
	approve	External	✓	-
	transferFrom	External	✓	-
IERC20Metadata	Interface	IERC20		
	name	External		-
	symbol	External		-
	decimals	External		-
Address	Library			
	isContract	Internal		
	sendValue	Internal	✓	
	functionCall	Internal	✓	
	functionCall	Internal	✓	

	functionCallWithValue	Internal	✓	
	functionCallWithValue	Internal	✓	
	functionStaticCall	Internal		
	functionStaticCall	Internal		
	functionDelegateCall	Internal	✓	
	functionDelegateCall	Internal	✓	
	verifyCallResultFromTarget	Internal		
	verifyCallResult	Internal		
	_revert	Private		
Context	Implementation			
	_msgSender	Internal		
	_msgData	Internal		
Ownable	Implementation	Context		
		Public	✓	-
	owner	Public		-
	renounceOwnership	Public	✓	onlyOwner
	transferOwnership	Public	✓	onlyOwner
ERC20	Implementation	Context, IERC20, IERC20Metadata		
		Public	✓	-

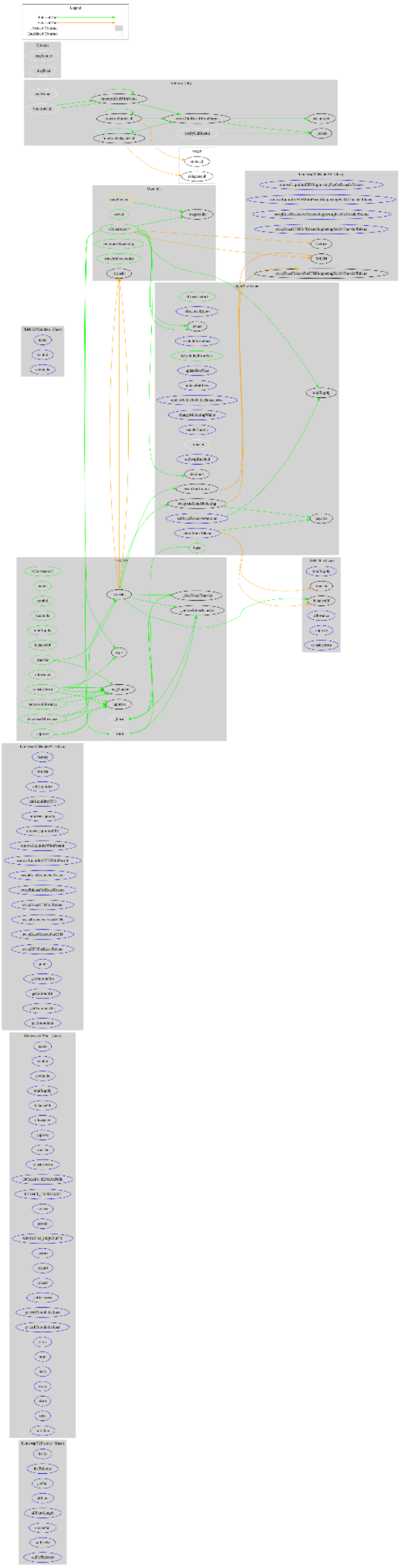
	name	Public		-
	symbol	Public		-
	decimals	Public		-
	totalSupply	Public		-
	balanceOf	Public		-
	transfer	Public	✓	-
	allowance	Public		-
	approve	Public	✓	-
	transferFrom	Public	✓	-
	increaseAllowance	Public	✓	-
	decreaseAllowance	Public	✓	-
	_transfer	Internal	✓	
	_mint	Internal	✓	
	_burn	Internal	✓	
	_approve	Internal	✓	
	_beforeTokenTransfer	Internal	✓	
	_afterTokenTransfer	Internal	✓	
SpotPlayArena	Implementation	ERC20, Ownable		
		Public	✓	ERC20
		External	Payable	-
	claimStuckTokens	External	✓	onlyOwner
	excludeFromFees	External	✓	onlyOwner

	isExcludedFromFees	Public		-
	updateBuyFees	External	✓	onlyOwner
	updateSellFees	External	✓	onlyOwner
	updateWalletToWalletTransferFee	External	✓	onlyOwner
	changeMarketingWallet	External	✓	onlyOwner
	enableTrading	External	✓	onlyOwner
	_transfer	Internal	✓	
	setSwapEnabled	External	✓	onlyOwner
	setSwapTokensAtAmount	External	✓	onlyOwner
	swapAndLiquify	Private	✓	
	swapAndSendMarketing	Private	✓	
	burn	Public	✓	-

Inheritance Graph



Flow Graph



Summary

SpotPlayArena Games contract implements a token mechanism. This audit investigates security issues, business logic concerns and potential improvements. There are some functions that can be abused by the owner like stop transactions. A multi-wallet signing pattern will provide security against potential hacks. Temporarily locking the contract or renouncing ownership will eliminate some of the contract threats. There is also a limit of max 5% fees.

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Cyberscope is one of the leading smart contract audit firms in the crypto space and has built a high-profile network of clients and partners.

The Cyberscope team

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