



For Space City
15 Dec 2022



Smart Contract Security Assessment

Final Report



[Maxloop.org](https://www.maxloop.org)



Maxloop.org@gmail.com



[Telegram/MaxLoop](https://t.me/MaxLoop)

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The audit report has made all reasonable attempts to provide clear and articulate recommendations to the Project team with respect to the rectification, amendment and/or revision of any highlighted issues, vulnerabilities or exploits within the contracts provided. It is the sole responsibility of the Project team to sufficiently test and perform checks, ensuring that the contracts are functioning as intended, specifically that the functions therein contained within said contracts have the desired intended effects, functionalities and outcomes of the Project team.



1 Overview

This report has been prepared for Spacecity on the Binance Smart Chain (BSC). Maxloop provides a user-centred examination of the smart contracts to look for vulnerabilities, logic errors or other issues from both an internal and external perspective.

1.1 Summary

| | |
|--------------|---|
| Project Name | Spacecity |
| URL | https://spacecity.site |
| Platform | Binance Smart Chain |
| Language | Solidity |

1.2 Contracts Assessed

| Name | Contract | Live Code Match |
|---------------|--|-----------------|
| Spacecity | 0x40d4217C8F78199522829Ee4a40BfCA9dBf20948 | ✓ MATCH |
| Spacecity.sol | c047419498226098aaac8fa4c67e66c18f613e571f4402dc6c2de566dc3c9e4f | ✓ MATCH |



Audit Summary

| | |
|---------------------|--------------------------------|
| Delivery Date | Dec-20th-2022 |
| Method of Audit | Static Analysis, Manual Review |
| Consultants Engaged | 2 |
| Timeline | Dec-15th-2022 - Dec-20th-2022 |

1.3 Findings Summary

| Severity | Found | Resolved | Partially Resolved | Acknowledged (no change made) |
|-----------------|-------|----------|--------------------|-------------------------------|
| ● High | 0 | - | - | - |
| ● Medium | 0 | - | - | - |
| ● Low | 3 | 1 | - | 2 |
| ● Informational | 1 | - | - | 1 |
| Total | 4 | 1 | - | 3 |

Classification of Issues

| Severity | Description |
|----------|--|
| ● High | Exploits, vulnerabilities or errors that will certainly or probabilistically lead towards loss of funds, control, or impairment of the contract and its functions. Issues under this classification are recommended to be fixed with utmost urgency. |



| | |
|------------------------|--|
| ● Medium | Bugs or issues with that may be subject to exploit, though their impact is somewhat limited. Issues under this classification are recommended to be fixed as soon as possible. |
| ● Low | Effects are minimal in isolation and do not pose a significant danger to the project or its users. Issues under this classification are recommended to be fixed nonetheless. |
| ● Informational | Consistency, syntax or style best practices. Generally pose a negligible level of risk, if any. |

1.3.1 SpacecityToken

| ID | Severity Summary | Status |
|----|---|----------|
| 01 | <div>LOW</div> Mint function can be used to pre-mint large amounts of tokens before Ownership is transferred to the Masterchef | RESOLVED |

1.3.2 SpacecityMasterChef

| ID | Severity Summary | Status |
|----|--|--------------|
| 01 | <div>LOW</div> Inconsistency between deposit fee cap in add and set | ACKNOWLEDGED |
| 02 | <div>LOW</div> PendingMondo will show inaccurate pending harvests on the dapp frontend If the pending rewards causes totalSupply to be exceed MAXSUPPLYCAP | ACKNOWLEDGED |
| 03 | <div>INFO</div> Total token supply might not be minted due to try and catch pattern | ACKNOWLEDGED |



2 Findings

2.1 SpacecityToken

The Spacecity token is a simple BEP-20 token which will be used as the main reward token for the Masterchef. The contract allows for Spacecity tokens to be minted when the mint function is called by the contract Owner, who at the time of deployment would be the deployer. Ownership is generally transferred to the Masterchef via the transferOwnership function for emission rewards to be minted and distributed to users staking in the Masterchef. The token has a max supply cap of 1,000,000,000,000.

2.1.1 Token Overview

| | |
|--------------------------|---|
| Address | 0x40d4217C8F78199522829Ee4a40BfCA9dBf20948 |
| Token Supply | 1,000,000,000,000 |
| Decimal Places | 18 |
| Transfer Max Size | 1% |
| Liquidity | 6% |
| Reflections | 2% |
| Wallet Max Size | 2% |



2.1.2 Privileges

The following functions can be called by the owner of the contract:

- mint
- renounceOwnership
- transferOwnership

2.1.3 Issues & Recommendations

Issue #01

mint function can be used to pre-mint large amounts of tokens before ownership is transferred to the Masterchef

Severity

LOW SEVERITY

Description

The mint function could be used to pre-mint tokens for legitimate uses including, but not limited to, the injection of initial liquidity, token presale, or airdrops; however, this function may also be used to pre-mint and dump tokens when the token contract has been deployed but before ownership is set to the Masterchef contract.

This risk is prevalent amongst less-reputable projects, and any premints can be prominently seen on the Blockchain.

Recommendation

Consider being forthright if this mint function is to be used by letting your community know how much was minted, where they are currently stored, if a vesting contract was used for token unlocking, and finally the purpose of the mints.

Resolution

RESOLVED

1 tokens were pre-minted and ownership has been transferred to the Masterchef.



2.2.1 Privileges

The following functions can be called by the owner of the Masterchef:

- add
- set
- updateEmissionRate
- updateStartTimestamp
- transferOwnership
- renounceOwnership

The following functions can be called by the DevAddr of the Masterchef:

- setDevAddress

The following functions can be called by the FeeAddr of the Masterchef:

- setFeeAddress

2.2.2 Issues & Recommendations

Issue #02

Inconsistency between deposit fee cap in add and set

Severity

LOW SEVERITY



Description

For deposit fees, while add has a max cap of 8%, set has a max cap of 4%.

add: Line 1136 require(_depositFeeBP <= 800, "add: invalid deposit fee basis points");

set: Line 1159 require(_depositFeeBP <= 400, "set: invalid deposit fee basis points");

This behavior is inconsistent, and could allow the owner to add a pool with 8% fee, even if 4% is the expected maximum cap.

Recommendation

The Spacecity team should clarify what their maximum cap on the deposit fee is, and ensure that checks in both add and set use the same value. It is encouraged to use the lower value as the cap.


Resolution

ACKNOWLEDGED

Issue #03

pendingSpacecity will show inaccurate pending harvests on the dapp frontend if the pending rewards causes totalSupply to be exceed MAXSUPPLYCAP

Severity

 LOW SEVERITY



Location

Similarly to updatePool, pendingSpacecity does not check if the pending rewards will cause the total supply to exceed the MAXSUPPLYCAP.

This can cause inaccurate pending harvests to be shown towards the end of token emissions.

Description

Consider factoring in the MAXSUPPLYCAP, and set the pending reward to be the difference between MAXSUPPLYCAP and totalSupply if the pending reward causes totalSupply to exceed MAXSUPPLYCAP.

```
uint256 SpacecityReward =  
multiplier.mul(SpacecityPerBlock).mul(pool.allocPoint).div(total AllocPoint);
```

```
if (Spacecity.totalSupply().add(SpacecityReward) >  
Spacecity.maxSupply()) { SpacecityReward =  
Spacecity.maxSupply() .sub(Spacecity.totalSupply());  
}
```

```
accSpacecityPerShare =  
accSpacecityPerShare.add(SpacecityReward.mul(1e18).div(pool.lpSupply ));
```

Recommendation

pendingSpacecity will show inaccurate pending harvests on the dapp frontend if the pending rewards causes totalSupply to be exceed MAXSUPPLYCAP.

Resolution

ACKNOWLEDGED

Issue #04

Total token supply might not be minted due to try and catch pattern



Description

As there is a MAXCAPSUPPLY for the Spacecity token, minting the reward and causing the maximum cap to exceed would result in a revert.

SpacecityToken::Line 814: require(_totalSupply.add(amount) <= MAXCAPSUPPLY, "Max supply reached");

To prevent this, the following try and catch pattern is done in updatePool.

Line 1209~

```
try Spacecity.mint(devaddr, SpacecityReward.div(10)) {  
} catch (bytes memory reason) {  SpacecityReward = 0;  
    emit SpacecityMintError(reason);  
}
```

```
try Spacecity.mint(address(this), SpacecityReward) {  
} catch (bytes memory reason) {  SpacecityReward = 0;  
    emit SpacecityMintError(reason); }
```

In the case where totalSupply + amount does exceed MAXCAPSUPPLY, the mint will not be done. This means that the token supply could be capped at an amount slightly lower than MAXCAPSUPPLY.

Recommendation

Consider minting the difference between MAXCAPSUPPLY and totalSupply, if any.

```
uint256 SpacecityReward =  
multiplier.mul(SpacecityPerBlock).mul(pool.allocPoint).div(total AllocPoint);  
uint256 devReward = SpacecityReward.div(10); uint256 totalRewards  
= Spacecity.totalSupply().add(devReward).add(SpacecityReward);
```



```

if (totalRewards <= Spacecity.maxSupply()) {
    // mint dev reward as normal as not at maxSupply
    Spacecity.mint(devaddr, devReward);
} else {
    // update SpacecityReward to difference
    SpacecityReward= Spacecity.maxSupply() - Spacecity.totalSupply();
}
if (SpacecityReward != 0) {
    // only mint to MC and calculate and update accSpacecityPerShare if
    SpacecityReward is non 0    Spacecity.mint(address(this), SpacecityReward);
    pool.accSpacecityPerShare =
    pool.accSpacecityPerShare.add(SpacecityReward.mul(1e18).div(pool.lpS
    upply)); }
    pool.lastRewardBlock = block.number;

```

Resolution

ACKNOWLEDGED



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