Scan

Description: plantas vs zombies

Created by: mrpolar

Status: Finished

100 %

Application info

App name	
Package	com.LanPiaoPiao.PlantsVsZombiesRH
Version name	2.8.2
Version code	1
Min version	22
Max version	None
Target version	32
Effective version	32
File size	405998077
md5	f1513191c32c076b768c00413b356a54
sha256	035d346b78081bca33b6dd7ac610745fde70e4153d4ee744ec1eae448 30ea981

Security info

Number of findings	50		
By Severity		Critical	0
		High	9
		Medium	15
		Low	11
		None	15

Activities

ID	Name	Main
1	com.unity3d.player.UnityPlayerActivity	Yes

Components

ID	Type	Name	Intents
1	activity	com.unity3d.player.UnityPlayerActivity	(see below)

ID	Intent	Action
1	android.intent.action.MAIN	action
2	android.intent.category.LAUNCHER	category

Certificates

ID	Version	Subject	Issuer	Hash algorithm	Signature algorithm	Serial number	Sha1	Sha256
1	v1	Organization : LanPiaoPiao	Organization : LanPiaoPiao	sha1	rsassa_pkcs1v15	366174385	b'\xf0\x0b\xe3\x11+Sr\ro.\xbd$\x99\xc7vfLW8+'	b'\x90\xd5P\x83\xf0\x1bz"\xe1|%>A\xcf\x0e\x0b\x91*.\x8ck\x98\xcePA4\x17\xc9\x1d\xa3\t\xe9'

Findings

Number of findings: 50

ID	Finding	Number	Findings
17	Log sensitive information	11	(see below)

ID	Severity	File	LN	Line	Status	CWE
2	Low	/sources/bitter/jnibridge/JNIBridge.java	39	System.err.print	To Do	532
3	Low	/sources/com/google/androidgamesdk/ChoreographerCallback.java	33	Log.i(	To Do	532
4	Low	/sources/com/google/androidgamesdk/ChoreographerCallback.java	37	Log.i(	To Do	532
5	Low	/sources/com/google/androidgamesdk/SwappyDisplayManager.java	58	Log.i(	To Do	532

ID	Severity	File	LN	Line	Status	CWE
6	Low	/sources/com/google/androidgamesdk/SwappyDisplayManager.java	65	Log.i(	To Do	532
7	Low	/sources/com/google/androidgamesdk/SwappyDisplayManager.java	75	printStackTrace(	To Do	532
8	Low	/sources/com/google/androidgamesdk/SwappyDisplayManager.java	89	Log.e(	To Do	532
10	Low	/sources/com/unity3d/player/AbstractC0027u.java	15	Log.e(	To Do	532
11	Low	/sources/com/unity3d/player/AbstractC0027u.java	18	Log.w(	To Do	532
49	Low	/sources/org/fmod/a.java	78	Log.e(	To Do	532
50	Low	/sources/org/fmod/FMODAudioDevice.java	69	Log.e(	To Do	532

26 Read Clipboard data — 8

ID	Severity	File	LN	Line	Status	CWE
25	High	/sources/com/unity3d/player/UnityPlayer.java	7	ClipboardManager	To Do	3
26	High	/sources/com/unity3d/player/UnityPlayer.java	76	ClipboardManager	To Do	3
27	High	/sources/com/unity3d/player/UnityPlayer.java	76	ClipboardManager	To Do	3
28	High	/sources/com/unity3d/player/UnityPlayer.java	869	ClipboardManager	To Do	3
29	High	/sources/com/unity3d/player/UnityPlayer.java	869	ClipboardManager	To Do	3
30	High	/sources/com/unity3d/player/UnityPlayer.java	1369	ClipboardManager	To Do	3
31	High	/sources/com/unity3d/player/UnityPlayer.java	1732	ClipboardManager	To Do	3
32	High	/sources/com/unity3d/player/UnityPlayer.java	1732	setPrimaryClip	To Do	3

37 Generic Exceptions — 15

ID	Severity	File	LN	Line	Status	CWE
9	Medium	/sources/com/google/androidgamesdk/SwappyDisplayManager.java	88	(Throwable	To Do	396
12	Medium	/sources/com/unity3d/player/C0012f.java	79	(Throwable	To Do	396
13	Medium	/sources/com/unity3d/player/C0014h.java	50	(Throwable	To Do	396

			ID	Severity	File	LN	Line	Status	CWE
			14	Medium	/sources/com/unity3d/player/C0014h.java	60	(Throwable	To Do	396
			15	Medium	/sources/com/unity3d/player/C0015i.java	30	(Throwable	To Do	396
			18	Medium	/sources/com/unity3d/player/G.java	52	(Throwable	To Do	396
			19	Medium	/sources/com/unity3d/player/M.java	368	(Exception	To Do	396
			23	Medium	/sources/com/unity3d/player/UnityPermissions.java	49	(Exception	To Do	396
			24	Medium	/sources/com/unity3d/player/UnityPermissions.java	83	(Exception	To Do	396
			33	Medium	/sources/com/unity3d/player/UnityPlayer.java	944	(Exception	To Do	396
			34	Medium	/sources/com/unity3d/player/UnityPlayer.java	961	(Exception	To Do	396
			35	Medium	/sources/com/unity3d/player/UnityPlayer.java	977	(Exception	To Do	396
			36	Medium	/sources/com/unity3d/player/UnityPlayer.java	1008	(Exception	To Do	396
			37	Medium	/sources/com/unity3d/player/UnityPlayer.java	1448	(Exception	To Do	396
			38	Medium	/sources/com/unity3d/player/UnityPlayer.java	1515	(Exception	To Do	396
38	Exported Component	1	ID	Severity	File	LN	Line	Status	CWE
			1	High	/resources/AndroidManifest.xml	16	android:exported="true"	To Do	926

Security Best Practices

Name	Description	Implementation			
		ID	Path	LN	Line
Prevent exported components	Unless you intend to send data from your app to a different app that you don't own, you should explicitly disallow other developers' apps from accessing the ContentProvider objects that your app contains.				
Prevent Backup components	Backup is disabled, this mean that anyone with USB debugging could not access application data from the device.				
Prevent	The application is not marked				

		ID	Path	LN	Line
debuggable components	as debuggable, then any attacker would need root to access the application data and is not able to run arbitary code under that application permission.				

		ID	Path	LN	Line
Secure Random Number	The application uses an secure Random Generator				

		ID	Path	LN	Line
Secure HTTPs Request	The application is using TLS to encrypt HTTP communication				

		ID	Path	LN	Line
Conection Verification/SSL Pinning	The application verifies the certificate with SSL Pinning				

		ID	Path	LN	Line
Cryptography	The application is using cryptography				
		16	/sources/com/unity3d/player/C0020n.java	53	.Key
		17	/sources/com/unity3d/player/C0025s.java	237	.Key
		42	/sources/com/unity3d/player/UnityPlayer.java	1554	.Key
		20	/sources/com/unity3d/player/M.java	9	.Key
		21	/sources/com/unity3d/player/M.java	196	.Key
		22	/sources/com/unity3d/player/M.java	205	.Key
		39	/sources/com/unity3d/player/UnityPlayer.java	30	.Key
		40	/sources/com/unity3d/player/UnityPlayer.java	1544	.Key
		41	/sources/com/unity3d/player/UnityPlayer.java	1549	.Key
		43	/sources/com/unity3d/player/UnityPlayer.java	1559	.Key
		44	/sources/com/unity3d/player/UnityPlayerActivity.java	7	.Key
		45	/sources/com/unity3d/player/UnityPlayerActivity.java	117	.Key
		46	/sources/com/unity3d/player/UnityPlayerActivity.java	122	.Key
		47	/sources/com/unity3d/player/y.java	4	.Key

		4 8	/sources/com/unity3d/player/z.ja va	3	.Key

Root detection	The application checks if the device has been rooted	**I D**	**Path**	**L N**	**Line**

Frida detection	The application checks if the device is using Frida	**I D**	**Path**	**L N**	**Line**

Debugger detection	The application checks if the device is debuggable	**I D**	**Path**	**L N**	**Line**

Prevent tapjacking	The application has capabilities to prevent tapjacking attacks	**I D**	**Path**	**L N**	**Line**

Files

ID	Path	Type
1	/resources/AndroidManifest.xml	xml
2	/resources/classes.dex	other
3	/resources/assets/bin/Data/boot.config	other
4	/resources/assets/bin/Data/data.unity3d	other
5	/resources/assets/bin/Data/resources.resource	other
6	/resources/assets/bin/Data/RuntimeInitializeO nLoads.json	other
7	/resources/assets/bin/Data/ScriptingAssemblie s.json	other
8	/resources/assets/bin/Data/unity default resources	other
9	/resources/assets/bin/Data/unity_app_guid	other
10	/resources/assets/bin/Data/Managed/Metadat a/global-metadata.dat	other
11	/resources/assets/bin/Data/Managed/Resource s/mscorlib.dll-resources.dat	other
12	/resources/lib/arm64-v8a/libil2cpp.so	other
13	/resources/lib/arm64-v8a/libmain.so	other
14	/resources/lib/arm64-v8a/libunity.so	other

15	/resources/lib/arm64-v8a/lib_burst_generated.so	other
16	/resources/lib/armeabi-v7a/libil2cpp.so	other
17	/resources/lib/armeabi-v7a/libmain.so	other
18	/resources/lib/armeabi-v7a/libunity.so	other
19	/resources/lib/armeabi-v7a/lib_burst_generated.so	other
20	/resources/META-INF/CERT.RSA	other
21	/resources/META-INF/CERT.SF	other
22	/resources/META-INF/com.android.games.engine.build_fingerprint	other
23	/resources/META-INF/MANIFEST.MF	other
24	/resources/META-INF/com/android/build/gradle/app-metadata.properties	properties
25	/resources/res/mipmap-hdpi/app_icon.png	image
26	/resources/res/mipmap-hdpi/app_icon_round.png	image
27	/resources/res/mipmap-ldpi/app_icon.png	image
28	/resources/res/mipmap-ldpi/app_icon_round.png	image
29	/resources/res/mipmap-mdpi/app_icon.png	image
30	/resources/res/mipmap-mdpi/app_icon_round.png	image
31	/resources/res/mipmap-xhdpi/app_icon.png	image
32	/resources/res/mipmap-xhdpi/app_icon_round.png	image
33	/resources/res/mipmap-xxhdpi/app_icon.png	image
34	/resources/res/mipmap-xxhdpi/app_icon_round.png	image
35	/resources/res/mipmap-xxxhdpi/app_icon.png	image
36	/resources/res/mipmap-xxxhdpi/app_icon_round.png	image

Strings

ID	Type	Value	Finding

Databases

ID	Table	Data