

Identified issues for PxTrainerAdventure

All issues mentioned in report were resolved, so they were removed from the final report

Gas optimisations

Claiming several tokens in one transaction.

In production, a user will hardly get more than two treasures in a single week
We would have benefitted from this optimisation if most of the users were capable of winning 5 or more treasures in a single week.

I want to draw your attention that second column of the tables given in initial report is a bit different for non-optimised and optimised cases

Not optimised:

First claim tx	Second claim tx
195337	238939

Optimised:

1 claim in total	2 claims in total
198978	295266

For initial costs, it shows the **second** claim cost only. In contrast, for the optimized version, it's a cost for **2 claims in total**. So, it's (195,337 + 238,939) against 295,266 (about 32% less gas after optimization for 2 claims in total). I just want to make sure that we don't have any misunderstandings here.

As for point 4, it can be implemented in conjunction with points 1, 2, and 3, as long as it reduces the **PxTrainerAdventure** bytecode size as well, and will provide additional savings on the 1-token claim only.

Also, claiming multiple treasures in a single transaction will bring changes to the front-end and back-end.

I completely understand this point, so it's up to you whether to proceed with the current approach or follow the tips and comments above, which are focused on clarifying any potential misunderstandings.