

DAO

Staking

- ☒ Only approved assets can be staked
- ☒ Only live staking
- ☒ Staking Eye sets fate per day to root EYE
- ☒ Staking Eye and wait increases fate correctly
- ☒ Staking LP set eye to 2 root eye balance
- ☒ Adjusting eye stake down releases eye and sets fate per day correctly
- ☒ Adjusting eye stake up takes more eye and sets fate per day correctly
- ☒ Adjusting LP stake down releases eye and sets fate per day correctly
- ☒ Adjusting LP stake up takes more eye and sets fate per day correctly
- ☒ Staking, getting fate and then changing stake and waiting ends up with correct fate
- ☒ Staking multiple asset types sets fate rate correctly
- ☒ Test burning EYE and burning LP to get much higher votes

Proposals

- ☒ Insufficient fate to lodge rejected
- ☒ Lodging proposal while existing proposal valid rejected
- ☒ lodging proposal when none exist accepted
- ☒ Lodging proposal while existing proposal expired accepted
- ☒ Voting yes on current proposal accepts it after duration, can then be executed
- ☒ voting no on current proposal makes it unexecutable.
- ☒ asset approval proposal can add and remove approved assets
- ☒ Voting that flips extends cut off

Limbo

old souls

- ☒ old souls can be claimed from
- ☒ old souls can be bonus claimed from
- ☒ perpetual pools have no upper limit

Config

- ☒ populating crossingConfig with configureCrossingConfig
- ☒ use flashGovernance to adjustSoul

- ☒ flashGovernance adjust configureCrossingParameters
- ☒ reverse fashGov decision and burn asset
- ☒ shutdown soul staking and withdraw tokens
- ☒ protocol disabled blocks all functions

staking

- ☒ unstaking rewards user correctly and sets unclaimed to zero
- ☒ staking/unstaking only possible in staking state.
- ☒ staking an invalid token fails
- ☒ aggregate rewards per token per second aligns with configuration and adds up to flan per second.
- ☒ unstaking with exitPenalty > 1000 reverts with E3
- ☒ unstaking amount larger than balance reverts with E4
- ☒ unstaking with exitPenalty > 0 incurs penalty on claims

claims

- ☒ claims disabled on exitPenalty>0
- ☒ claiming staked reward resets unclaimed to zero
- ☒ claim rising bonus
- ☒ claim falling bonus
- ☒ claim bonus disabled during staking
- ☒ claiming bonus twice fails.
- ☒ claiming negative bonus fails

migration governance

- ☒ withdrawERC20 fails on souls
- ☒ withdrawERC20 succeeds on non listed tokens or previously listed tokens.
- ☒ migration fails on not waitingToCross
- ☒ stamping reserves requires wait to pass before migration
- ☒ too much reserve drift between stamping and execution fails (divergenceTolerance)
- ☒ only threshold souls can migrate
- ☒ SCX burnt leaves rectangle of fairness.
- ☒ Flan price and liquidity higher post migration.
- ☒ soul changed to crossedOver post migration
- ☒ token tradeable on Behodler post migration.
- ☒ flash governance max tolerance respected
- ☒ not enough time between crossing and migration
- ☒ flan fee on transfer proposal
- ☒ successful mock migration
- ☐ flan genesis event