



## **Executive Summary**

This report has been prepared for BeaRex to discover vulnerabilities and issues in the source code of the BeaRex smart contracts as well as any contract dependencies that were not part of an officially recognized library. A comprehensive assessment has been performed, utilizing Static Analysis, Dynamic Analysis and Manual Review techniques.

During the audit process, special attention is paid to the following considerations:

- Assessing the codebase to ensure compliance with current industry standards and best practices in smart contract development.
- Testing the smart contracts against common and uncommon attack vectors.
- Ensuring contract logic meets the specifications and intentions of the client.
- Cross referencing contract structure and implementation against similar smart contracts produced by industry leaders.
- Thorough line-by-line manual review of the entire codebase by industry experts.

The security assessment resulted in findings that ranged from critical to low severity. We suggest addressing these findings to achive a higher level of security standards and best practices. We offer recommendations that could better serve the project from the security perspective:

- Enhance general coding practices for better structures of source codes;
- Add enough unit tests to cover the possible use cases;
- Provide more comments per each function for readability, especially contracts that are verified in public repos;
- Provide more transparency on privileged activities once the protocol is live.



# Overview

## **Project Summary**

Project name	BeaRex
Protocol	Ethereum
Platform	EVM
Language	Solidity
Туре	ERC721
Codebase	https://github.com/primadg/bearex
Commits	ee13abadf4330cb0d48d98d5f4761734352eca1b a05ffa6ebfe6fb19a341a594cc00d76a6baf46b1 16850c35e1f44c894a78a9ab5e36db2ae223534f

## **Audit Summary**

Timeline Aug 23, 2022 - Sep 6, 2022		
Audit Methodology Static Analysis, Manual Review, Dynamic Analysis, Architecture Re		
Key Components	Components BearExBox.sol, BearExBoxBadge.sol, BearExNFT.sol	
Change Log	Aug 25, 2022 - Initial Review Sep 5, 2022 - Second Review	
Change Log	Sep 6, 2022 - Final Review	

## Findings Summary

Total Issues	9
Critical	2
High	1
Medium	3
Low	3



# **FINDINGS**

ID	Title	Severity	Status
BRX-1	Broken redeem	Critical	Resolved
BRX-2	The project has no tests	Critical	Resolved
BRX-3	Double redeem	High	Resolved
BRX-4	BearExNFT shadows _tokenURIs	Medium	Resolved
BRX-5	Insecure random	Medium	Acknowledged
BRX-6	addTokensToRedeem missing check	Medium	Resolved
BRX-7	Save gas in _redeemToken	Low	Resolved
BRX-8	addRedeemGroup can overwrite an existing group	Low	Resolved
BRX-9	rarityId is not used in mintPassContract.burnFromRedeem	Low	Resolved



## Finding Severity Breakdown

Severity	Description	
Critical	Bugs leading to assets theft, fund access locking, or any other loss funds to be transferred to any party.	
High	Bugs that can trigger a contract failure. Further recovery is possible only by manual modification of the contract state or replacement.	
Medium	Bugs that can break the intended contract logic or expose it to DoS attacks, but do not cause direct loss funds.	
Low	Other non-essential issues and recommendations reported to/ acknowledged by the team.	

Based on the feedback received from the Customer regarding the list of findings discovered by the Contractor, they are assigned the following statuses:

Status	Description
Resolved	Recommended fixes have been made to the code and no longer affect project security.
Partially Resolved	Fixes have been made to the code but issue is still affect project security.
Acknowledged	The Customer is aware of the finding. The risk is not relevant to the project and accepted by the Customer. Or recommendations for the finding are planned to be resolved in the future.
Unresolved	Recommended fixes have not been made to the project code and affect project security.





#### BRX-1: Broken redeem

The method BearExNFT.\_redeemToken removes the wrong NFT from the tokensForRedeem[\_].nftIds array.

A user can get random NFT by calling RedeemNFT at https://github.com/primadg/bearex/blob/ee13abadf4330cb0d48d98d5f4761734352eca1b/BearExNFT.sol#L71

RedeemNFT calls \_redeemToken to extract a token id from tokensForRedeem[rarity].nftIds array.

It should remove a choosen element from the array but instead it simply decreases the array's length and leave a choosen element in place:

https://github.com/primadg/bearex/blob/ee13abadf4330cb0d48d98d5f4761734352eca1b/BearExNFT.sol#L139-L142

Thus, the next user who calls BearExNFT.\_redeemToken may receive a token that has already been assigned to another user because there is no check in RedeemNFT that the token has already been redeemed.

#### Recommendations

1. To remove a choosen element from the array it is recommended to swap the chosen element with the last one and then decrease the array's length:

```
// choose an element
tokenPosition = random() % tokensForRedeem[rarity].totalTokensToRedeem;
tokenToRedeem = tokensForRedeem[rarity].nftIds[tokenPosition];

// remove the element
uint256 lastIndex = tokensForRedeem[rarity].totalTokensToRedeem - 1;
uint256 lastElement = tokensForRedeem[rarity].nftIds[lastIndex];

tokensForRedeem[rarity].nftIds[tokenPosition] = lastElement;
tokensForRedeem[rarity].nftIds[lastIndex] = 0; // gas refund
tokensForRedeem[rarity].totalTokensToRedeem---;
```

2. RedeemNFT should check that the token has already been redeemed before.

#### **Status**



### BRX-2: The project has no tests

Any changes to the code before the contract is deployed to the network can break the intended logic of the contract and no one will know about it until users encounter a problem.

#### **Recommendations**

It is recommended to write tests covering the core business logic of the contract:

- · deploying the contract;
- minting an NFT;
- redeeming an NFT;
- ensuring that the redeemed NFT was correctly removed from the queue of redeemable tokens.

#### **Status**





#### BRX-3: Double redeem

An owner of the contract can call addTokensToRedeem to add an already redeemed NFT back to the queue of redeemable tokens:

https://github.com/primadg/bearex/blob/ee13abadf4330cb0d48d98d5f4761734352eca1b/BearExNFT.sol#L126

The method RedeemNFT doesn't check that the NFT was already redeemed by some user and just assigns it to another.

#### Recommendations

- 1. addTokensToRedeem(rarity, tokenId) should revert if the token was already added to the queue or if it was redeemed.
- 2. RedeemNFT should revert if the user gets a token that has already been redeemed by another user.

#### **Status**



## MEDIUM

### BRX-4: BearExNFT shadows \_tokenURIs

BearExNFT contract has a public variable <u>tokenURIs</u> that shadows a private variable <u>tokenURIs</u> from ERC721URIStorage:

https://github.com/primadg/bearex/blob/ee13abadf4330cb0d48d98d5f4761734352eca1b/BearExNFT.sol#L18

This may confuse the developer which may lead to mistakes in the code. Removing this variable and replacing it with the existing ERC721URIStorage tokenURI and \_setTokenURI methods will also save gas.

#### Recommendations

Remove the public variable <u>tokenURIs</u> and use ERC721URIStorage <u>tokenURI</u> and <u>setTokenURI</u> methods instead.

#### **Status**



#### BRX-5: Insecure random

A random token is selected for the user using the random function: https://github.com/primadg/bearex/blob/ee13abadf4330cb0d48d98d5f4761734352eca1b/BearExNFT.sol#L95

It uses **block.difficulty** and **block.timestamp** as a source of randomness. Those parameters are predictable and the last one can easily be manipulated by a miner.

#### Recommendations

Either use random oracles (Chainlink) or accept the risk that a miner can non randomly redeem tokens for himself.

#### **Status**

Acknowleged



## BRX-6: addTokensToRedeem missing check

The method addTokensToRedeem doesn't check that a tokenId was minted: https://github.com/primadg/bearex/blob/ee13abadf4330cb0d48d98d5f4761734352eca1b/BearExNFT.sol#L126

This means that a non-existent tokenId could be added to the queue of redeemable tokens.

#### Recommendations

Add a check.

**Status** 





BRX-7: Save gas in <u>redeemToken</u>

The line

https://github.com/primadg/bearex/blob/ee13abadf4330cb0d48d98d5f4761734352eca1b/BearExNFT.sol#L142 doesn't do anything:

tokensForRedeem[rarity].nftIds[tokensForRedeem[rarity].totalTokensToRedeem];

#### Recommendations

Fix or remove the line.

#### **Status**



## BRX-8: addRedeemGroup can overwrite an existing group

The method addRedeemGroup(rarityId) at https://github.com/primadg/bearex/blob/ee13abadf4330cb0d48d98d5f4761734352eca1b/BearExNFT.sol#L142 doesn't check that rarityId may already exist.

#### Recommendations

Add a check.

**Status** 



## BRX-9: rarityId is not used in mintPassContract.burnFromRedeem

The method burnFromRedeem always uses rarityId=1:

https://github.com/primadg/bearex/blob/ee13abadf4330cb0d48d98d5f4761734352eca1b/BearExBox.sol#L45

```
_burn(account, 1, 1);
```

#### **Recommendations**

It seems that the developers forgot to add the rarityId parameter to the burnFromRedeem method.

#### **Status**



### Disclaimer

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