



CredShields

# Smart Contract Audit

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## Description

This document details the process and result of the Smart Contract audit performed by CredShields Technologies PTE. LTD. on behalf of Tribally Games between July 16th, 2024, and July 18th, 2024. A retest was performed on August 5th, 2024.

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## Prepared for

Tribally Games

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# 1. Executive Summary -----

Tribally Games engaged CredShields to perform a smart contract audit from July 16th, 2024, to July 18th, 2024. During this timeframe, 4 vulnerabilities were identified. **A retest was performed on August 5th, 2024, and all the bugs have been addressed.**

During the audit, 0 vulnerabilities were found with a severity rating of either High or Critical. These vulnerabilities represent the greatest immediate risk to "Tribally Games" and should be prioritized for remediation, and fortunately, none were found.

The table below shows the in-scope assets and a breakdown of findings by severity per asset. Section 2.3 contains more information on how severity is calculated.

Assets in Scope	Critical	High	Medium	Low	info	Gas	Σ
Tribal Token	0	0	0	4	0	0	<b>4</b>
	<b>0</b>	<b>0</b>	<b>0</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>4</b>

*Table: Vulnerabilities Per Asset in Scope*

The CredShields team conducted the security audit to focus on identifying vulnerabilities in Tribal Token's scope during the testing window while abiding by the policies set forth by Tribally Games's team.



## **State of Security**

To maintain a robust security posture, it is essential to continuously review and improve upon current security processes. Utilizing CredShields' continuous audit feature allows both Tribally Games's internal security and development teams to not only identify specific vulnerabilities but also gain a deeper understanding of the current security threat landscape.

To ensure that vulnerabilities are not introduced when new features are added, or code is refactored, we recommend conducting regular security assessments. Additionally, by analyzing the root cause of resolved vulnerabilities, the internal teams at Tribally Games can implement both manual and automated procedures to eliminate entire classes of vulnerabilities in the future. By taking a proactive approach, Tribally Games can future-proof its security posture and protect its assets.

## 2. The Methodology -----

Tribally Games engaged CredShields to perform a Tribal Token Smart Contract audit. The following sections cover how the engagement was put together and executed.

### 2.1 Preparation phase

The CredShields team meticulously reviewed all provided documents and comments in the smart contract code to gain a thorough understanding of the contract's features and functionalities. They meticulously examined all functions and created a mind map to systematically identify potential security vulnerabilities, prioritizing those that were more critical and business-sensitive for the refactored code. To confirm their findings, the team deployed a self-hosted version of the smart contract and performed verifications and validations during the audit phase.

A testing window from July 16th, 2024, to July 18th, 2024, was agreed upon during the preparation phase.

#### 2.1.1 Scope

During the preparation phase, the following scope for the engagement was agreed upon:

IN SCOPE ASSETS
<a href="https://github.com/Tribally-Games/tribal-token/tree/5360f12fe2edf4a96e5bf296217c226508d73c0a">https://github.com/Tribally-Games/tribal-token/tree/5360f12fe2edf4a96e5bf296217c226508d73c0a</a>

#### 2.1.2 Documentation

Documentation was not required as the code was self-sufficient for understanding the project.



### 2.1.3 Audit Goals

CredShields uses both in-house tools and manual methods for comprehensive smart contract security auditing. The majority of the audit is done by manually reviewing the contract source code, following SWC registry standards, and an extended industry standard self-developed checklist. The team places emphasis on understanding core concepts, preparing test cases, and evaluating business logic for potential vulnerabilities.

## 2.2 Retesting phase

Tribally Games is actively partnering with CredShields to validate the remediations implemented towards the discovered vulnerabilities.

## 2.3 Vulnerability classification and severity

CredShields follows OWASP's Risk Rating Methodology to determine the risk associated with discovered vulnerabilities. This approach considers two factors - Likelihood and Impact - which are evaluated with three possible values - **Low**, **Medium**, and **High**, based on factors such as Threat agents, Vulnerability factors, and Technical and Business Impacts. The overall severity of the risk is calculated by combining the likelihood and impact estimates.

Overall Risk Severity				
Impact	HIGH	● Medium	● High	● Critical
	MEDIUM	● Low	● Medium	● High
	LOW	● None	● Low	● Medium
		LOW	MEDIUM	HIGH
Likelihood				

Overall, the categories can be defined as described below -

### 1. Informational

We prioritize technical excellence and pay attention to detail in our coding practices. Our guidelines, standards, and best practices help ensure software stability and reliability. Informational vulnerabilities are opportunities for improvement and do not pose a direct risk to the contract. Code maintainers should use their own judgment on whether to address them.

### 2. Low

Low-risk vulnerabilities are those that either have a small impact or can't be exploited repeatedly or those the client considers insignificant based on their specific business circumstances.

### 3. Medium

Medium-severity vulnerabilities are those caused by weak or flawed logic in the code and can lead to exfiltration or modification of private user information. These vulnerabilities can harm the client's reputation under certain conditions and should be fixed within a specified timeframe.

## 4. High

High-severity vulnerabilities pose a significant risk to the Smart Contract and the organization. They can result in the loss of funds for some users, may or may not require specific conditions, and are more complex to exploit. These vulnerabilities can harm the client's reputation and should be fixed immediately.

## 5. Critical

Critical issues are directly exploitable bugs or security vulnerabilities that do not require specific conditions. They often result in the loss of funds and Ether from Smart Contracts or users and put sensitive user information at risk of compromise or modification. The client's reputation and financial stability will be severely impacted if these issues are not addressed immediately.

## 6. Gas

To address the risk and volatility of smart contracts and the use of gas as a method of payment, CredShields has introduced a "Gas" severity category. This category deals with optimizing code and refactoring to conserve gas.

## 2.4 CredShields staff

The following individual at CredShields managed this engagement and produced this report:

- Shashank, Co-founder CredShields [shashank@CredShields.com](mailto:shashank@CredShields.com)

Please feel free to contact this individual with any questions or concerns you have about the engagement or this document.



## 3. Findings Summary -----

This chapter contains the results of the security assessment. Findings are sorted by their severity and grouped by the asset and SWC classification. Each asset section will include a summary. The table in the executive summary contains the total number of identified security vulnerabilities per asset per risk indication.

### 3.1 Findings Overview

#### 3.1.1 Vulnerability Summary

During the security assessment, 4 security vulnerabilities were identified in the asset.

VULNERABILITY TITLE	SEVERITY	SWC   Vulnerability Type
Missing Zero Address Validations	Low	Missing Input Validation
Floating and Outdated Pragma	Low	Floating Pragma ( <a href="#">SWC-103</a> )
Missing Events in Important Functions	Low	Missing Best Practices
Use Ownable2Step	Low	Missing Best Practices

*Table: Findings in Smart Contracts*

### 3.1.2 Findings Summary

SWC ID	SWC Checklist	Test Result	Notes
SWC-100	<a href="#">Function Default Visibility</a>	Not Vulnerable	Not applicable after <b>v0.5.X</b> (Currently using solidity <b>v &gt;= 0.8.6</b> )
SWC-101	<a href="#">Integer Overflow and Underflow</a>	Not Vulnerable	The issue persists in versions before <b>v0.8.X</b> .
SWC-102	<a href="#">Outdated Compiler Version</a>	Not Vulnerable	Bug ID #2
SWC-103	<a href="#">Floating Pragma</a>	Not Vulnerable	Bug ID #2
SWC-104	<a href="#">Unchecked Call Return Value</a>	Not Vulnerable	<b>call()</b> is not used
SWC-105	<a href="#">Unprotected Ether Withdrawal</a>	Not Vulnerable	Appropriate function modifiers and require validations are used on sensitive functions that allow token or ether withdrawal.
SWC-106	<a href="#">Unprotected SELFDESTRUCT Instruction</a>	Not Vulnerable	<b>selfdestruct()</b> is not used anywhere
SWC-107	<a href="#">Reentrancy</a>	Not Vulnerable	No notable functions were vulnerable to it.
SWC-108	<a href="#">State Variable Default Visibility</a>	Not Vulnerable	Not Vulnerable
SWC-109	<a href="#">Uninitialized Storage Pointer</a>	Not Vulnerable	Not vulnerable after compiler version, <b>v0.5.0</b>
SWC-110	<a href="#">Assert Violation</a>	Not Vulnerable	Asserts are not in use.
SWC-111	<a href="#">Use of Deprecated Solidity Functions</a>	Not Vulnerable	None of the deprecated functions like <b>block.blockhash()</b> , <b>msg.gas</b> , <b>throw</b> , <b>sha3()</b> , <b>callcode()</b> , <b>suicide()</b> are in use

SWC-112	<a href="#">Delegatecall to Untrusted Callee</a>	Not Vulnerable	Not Vulnerable.
SWC-113	<a href="#">DoS with Failed Call</a>	Not Vulnerable	No such function was found.
SWC-114	<a href="#">Transaction Order Dependence</a>	Not Vulnerable	Not Vulnerable.
SWC-115	<a href="#">Authorization through tx.origin</a>	Not Vulnerable	<code>tx.origin</code> is not used anywhere in the code
SWC-116	<a href="#">Block values as a proxy for time</a>	Not Vulnerable	<code>Block.timestamp</code> is not used
SWC-117	<a href="#">Signature Malleability</a>	Not Vulnerable	Not used anywhere
SWC-118	<a href="#">Incorrect Constructor Name</a>	Not Vulnerable	All the constructors are created using the <code>constructor</code> keyword rather than functions.
SWC-119	<a href="#">Shadowing State Variables</a>	Not Vulnerable	Not applicable as this won't work during compile time after version <code>0.6.0</code>
SWC-120	<a href="#">Weak Sources of Randomness from Chain Attributes</a>	Not Vulnerable	Random generators are not used.
SWC-121	<a href="#">Missing Protection against Signature Replay Attacks</a>	Not Vulnerable	No such scenario was found
SWC-122	<a href="#">Lack of Proper Signature Verification</a>	Not Vulnerable	Not used anywhere
SWC-123	<a href="#">Requirement Violation</a>	Not Vulnerable	Not vulnerable
SWC-124	<a href="#">Write to Arbitrary Storage Location</a>	Not Vulnerable	No such scenario was found
SWC-125	<a href="#">Incorrect Inheritance Order</a>	Not Vulnerable	No such scenario was found
SWC-126	<a href="#">Insufficient Gas Griefing</a>	Not Vulnerable	No such scenario was found
SWC-127	<a href="#">Arbitrary Jump with Function Type Variable</a>	Not Vulnerable	<code>Jump</code> is not used.

SWC-128	<a href="#">DoS With Block Gas Limit</a>	Not Vulnerable	Not Vulnerable.
SWC-129	<a href="#">Typographical Error</a>	Not Vulnerable	No such scenario was found
SWC-130	<a href="#">Right-To-Left-Override control character (U+202E)</a>	Not Vulnerable	No such scenario was found
SWC-131	<a href="#">Presence of unused variables</a>	Not Vulnerable	No such scenario was found
SWC-132	<a href="#">Unexpected Ether balance</a>	Not Vulnerable	No such scenario was found
SWC-133	<a href="#">Hash Collisions With Multiple Variable Length Arguments</a>	Not Vulnerable	<code>abi.encodePacked()</code> or other functions are not used.
SWC-134	<a href="#">Message call with hardcoded gas amount</a>	Not Vulnerable	Not used anywhere in the code
SWC-135	<a href="#">Code With No Effects</a>	Not Vulnerable	No such scenario was found
SWC-136	<a href="#">Unencrypted Private Data On-Chain</a>	Not Vulnerable	No such scenario was found

## 4. Remediation Status -----

Tribally Games is actively partnering with CredShields from this engagement to validate the discovered vulnerabilities' remediations. **A retest was performed on August 5th, 2024, and all the issues have been addressed.**

Also, the table shows the remediation status of each finding.

VULNERABILITY TITLE	SEVERITY	REMEDICATION STATUS
Missing Zero Address Validations	Low	<b>Won't Fix</b> [Aug 5, 2024]
Floating and Outdated Pragma	Low	<b>Partially Fixed</b> [Aug 5, 2024]
Missing Events in Important Functions	Low	<b>Fixed</b> [Aug 5, 2024]
Use Ownable2Step	Low	<b>Won't Fix</b> [Aug 5, 2024]

*Table: Summary of findings and status of remediation*

## 5. Bug Reports -----

Bug ID #1 [Won't Fix]

### Missing Zero Address Validations

Vulnerability Type

Missing Input Validation

Severity

Low

#### Description

The contracts were found to be setting new addresses without proper validations for zero addresses.

Address type parameters should include a zero-address check otherwise contract functionality may become inaccessible or tokens burned forever.

Depending on the logic of the contract, this could prove fatal and the users or the contracts could lose their funds, or the ownership of the contract could be lost forever.

#### Affected Code

- <https://github.com/Tribally-Games/tribal-token/blob/5360f12fe2edf4a96e5bf296217c226508d73c0a/src/TribalToken.sol#L36>
- <https://github.com/Tribally-Games/tribal-token/blob/5360f12fe2edf4a96e5bf296217c226508d73c0a/src/TribalToken.sol#L44>

#### Impact

If address type parameters do not include a zero-address check, contract functionality may become unavailable or tokens may be burned permanently.

#### Remediation

Add a zero address validation to all the functions where addresses are being set.

#### Retest

Client's Comment: This can be the zero address to disable minting.

Bug ID #2 [Partially Fixed]

## Floating and Outdated Pragma

### Vulnerability Type

Floating Pragma ([SWC-103](#))

### Severity

Low

### Description

Locking the pragma helps ensure that the contracts do not accidentally get deployed using an older version of the Solidity compiler affected by vulnerabilities.

The contract allowed floating or unlocked pragma to be used, i.e., ^0.8.24. This allows the contracts to be compiled with all the solidity compiler versions above the limit specified.

### Affected Code

- <https://github.com/Tribally-Games/tribal-token/blob/5360f12fe2edf4a96e5bf296217c226508d73c0a/src/LzDummyEndpoint.sol#L2>
- <https://github.com/Tribally-Games/tribal-token/blob/5360f12fe2edf4a96e5bf296217c226508d73c0a/src/TribalToken.sol#L2>

### Impact

If the smart contract gets compiled and deployed with an older or too recent version of the solidity compiler, there's a chance that it may get compromised due to the bugs present in the older versions or unidentified exploits in the new versions.

Incompatibility issues may also arise if the contract code does not support features in other compiler versions, therefore, breaking the logic.

The likelihood of exploitation is low.

### Remediation

Keep the compiler versions consistent in all the smart contract files. Do not allow floating pragmas anywhere. It is suggested to use the 0.8.25 pragma version

Reference: <https://swcregistry.io/docs/SWC-103>

### Retest

This issue has been partially fixed by removing the floating pragma. The compiler version is still outdated.

Bug ID #3 [Fixed]

## Missing Events in Important Functions

### Vulnerability Type

Missing Best Practices

### Severity

Low

### Description

Events are inheritable members of contracts. When you call them, they cause the arguments to be stored in the transaction's log—a special data structure in the blockchain. These logs are associated with the address of the contract which can then be used by developers and auditors to keep track of the transactions.

The contract was found to be missing these events on certain critical functions which would make it difficult or impossible to track these transactions off-chain.

### Affected Code

- <https://github.com/Tribally-Games/tribal-token/blob/5360f12fe2edf4a96e5bf296217c226508d73c0a/src/TribalToken.sol#L43-L45>

### Impact

Events are used to track the transactions off-chain and missing these events on critical functions makes it difficult to audit these logs if they're needed at a later stage.

### Remediation

Consider emitting events for important functions to keep track of them.

### Retest

This issue has been fixed by emitting an event on the minter address change.



Bug ID # 4 [Won't Fix]

## Use Ownable2Step

### Vulnerability Type

Missing Best Practices

### Severity

Low

### Description

The "Ownable2Step" pattern is an improvement over the traditional "Ownable" pattern, designed to enhance the security of ownership transfer functionality in a smart contract. Unlike the original "Ownable" pattern, where ownership can be transferred directly to a specified address, the "Ownable2Step" pattern introduces an additional step in the ownership transfer process. Ownership transfer only completes when the proposed new owner explicitly accepts the ownership, mitigating the risk of accidental or unintended ownership transfers to mistyped addresses.

### Affected Code

- <https://github.com/Tribally-Games/tribal-token/blob/5360f12fe2edf4a96e5bf296217c226508d73c0a/src/TribalToken.sol#L35>

### Impact

Without the "Ownable2Step" pattern, the contract owner might inadvertently transfer ownership to an unintended or mistyped address, potentially leading to a loss of control over the contract. By adopting the "Ownable2Step" pattern, the smart contract becomes more resilient against external attacks aimed at seizing ownership or manipulating the contract's behavior.

### Remediation

It is recommended to use either Ownable2Step or Ownable2StepUpgradeable depending on the smart contract.

### Retest

Client's Comment: LayerZero uses the 'Ownable' contract from OpenZeppelin, inherited from 'OFT'.

## 6. The Disclosure -----

The Reports provided by CredShields are not an endorsement or condemnation of any specific project or team and do not guarantee the security of any specific project. The contents of this report are not intended to be used to make decisions about buying or selling tokens, products, services, or any other assets and should not be interpreted as such.

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