



verichains

*SECURITY AUDIT OF*

**DRAGON KART TOKEN AND  
TOKENSVESTING CONTRACTS**



**Public Report**

*Nov 04, 2021*

**Verichains Lab**

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*Driving Technology > Forward*

## Report for Dragon Kart

### Security Audit – Dragon Kart Token and TokensVesting Contracts

Version: 1.3 – Public Report

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## ABBREVIATIONS

Name	Description
<b>Ethereum</b>	An open source platform based on blockchain technology to create and distribute smart contracts and decentralized applications.
<b>Ether (ETH)</b>	A cryptocurrency whose blockchain is generated by the Ethereum platform. Ether is used for payment of transactions and computing services in the Ethereum network.
<b>Smart contract</b>	A computer protocol intended to digitally facilitate, verify or enforce the negotiation or performance of a contract.
<b>Solidity</b>	A contract-oriented, high-level language for implementing smart contracts for the Ethereum platform.
<b>Solc</b>	A compiler for Solidity.
<b>ERC20</b>	ERC20 (BEP20 in Binance Smart Chain or xRP20 in other chains) tokens are blockchain-based assets that have value and can be sent and received. The primary difference with the primary coin is that instead of running on their own blockchain, ERC20 tokens are issued on a network that supports smart contracts such as Ethereum or Binance Smart Chain.

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## EXECUTIVE SUMMARY

This Security Audit Report prepared by Verichains Lab on Nov 04, 2021. We would like to thank the Dragon Kart for trusting Verichains Lab in auditing smart contracts. Delivering high-quality audits is always our top priority.

This audit focused on identifying security flaws in code and the design of the Dragon Kart Token and TokensVesting Contracts. The scope of the audit is limited to the source code files provided to Verichains. Verichains Lab completed the assessment using manual, static, and dynamic analysis techniques.

During the audit process, the audit team had identified one vulnerable issue in the application, along with one recommendation.

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## **1. MANAGEMENT SUMMARY**

### **1.1. About Dragon Kart Token and TokensVesting Contracts**

Dragon Kart is the first 3D Skill-Based Battle Racing Game between characters taken from 'Pikalong Series' by arties Thang Fly.

### **1.2. Audit scope**

This audit focused on identifying security flaws in code and the design of the smart contracts of Dragon Kart game. It was conducted on the source code provided by the Dragon Kart team.

### **1.3. Audit methodology**

Our security audit process for smart contract includes two steps:

- Smart contract codes are scanned/tested for commonly known and more specific vulnerabilities using public and RK87, our in-house smart contract security analysis tool.
- Manual audit of the codes for security issues. The contracts are manually analyzed to look for any potential problems.

Following is the list of commonly known vulnerabilities that was considered during the audit of the smart contract:

- Integer Overflow and Underflow
- Timestamp Dependence
- Race Conditions
- Transaction-Ordering Dependence
- DoS with (Unexpected) revert
- DoS with Block Gas Limit
- Gas Usage, Gas Limit and Loops
- Redundant fallback function
- Unsafe type Inference
- Reentrancy
- Explicit visibility of functions state variables (external, internal, private and public)
- Logic Flaws

For vulnerabilities, we categorize the findings into categories as listed in table below, depending on their severity level:

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SEVERITY LEVEL	DESCRIPTION
<b>CRITICAL</b>	A vulnerability that can disrupt the contract functioning; creates a critical risk to the contract; required to be fixed immediately.
<b>HIGH</b>	A vulnerability that could affect the desired outcome of executing the contract with high impact; needs to be fixed with high priority.
<b>MEDIUM</b>	A vulnerability that could affect the desired outcome of executing the contract with medium impact in a specific scenario; needs to be fixed.
<b>LOW</b>	An issue that does not have a significant impact, can be considered as less important.

*Table 1. Severity levels*

#### 1.4. Disclaimer

Please note that security auditing cannot uncover all existing vulnerabilities, and even an audit in which no vulnerabilities are found is not a guarantee for a 100% secure smart contract. However, auditing allows discovering vulnerabilities that were unobserved, overlooked during development and areas where additional security measures are necessary.

## 2. AUDIT RESULT

### 2.1. Overview

The initial review was conducted on Sep 18, 2021 and a total effort of 3 working days was dedicated to identifying and documenting security issues in the code base of the Dragon Kart Token and TokensVesting Contracts.

The initial review was conducted on Oct 20, 2021 and a total effort of 3 working days was dedicated to identifying and documenting security issues in the code base of the Dragon Kart Token and TokensVesting Contracts.

The following files were made available in the course of the review:

FILE	SHA256 SUM
<b>DragonKart.sol</b>	45bc3f73bfdcab109678a26a4e394dc679cc07a6a829ae72dbde86b3ec0e2660
<b>TokensVesting.sol</b>	fc1eb0e8881e1164910edf3842a21573e45b441cca8876a6b4d65b8efef61fb0

### 2.2. Findings

During the audit process, the audit team found one vulnerability in the given version of Dragon Kart Token and TokensVesting Contracts.

#### 2.2.1. Incorrect calculation of `_vestedAmount` function **MEDIUM**

In `_vestedAmount` function, this function doesn't check `gaps > totalGaps`. Therefore, `_vestedAmount` function can return with the value greater than `totalAmount` in some cases.

```
749 function _vestedAmount(  
750     uint256 totalAmount_,  
751     uint256 tgeAmount_,  
752     uint256 cliff_,  
753     uint256 duration_,  
754     uint256 basis_  
755 ) private view returns (uint256) {  
756     require(  
757         totalAmount_ >= tgeAmount_,  
758         "TokensVesting::_vestedAmount: Bad params!"  
759     );  
760  
761     if (block.timestamp < genesisTimestamp) {
```

```
762         return 0;
763     }
764
765     uint256 timeLeftAfterStart = block.timestamp - genesisTimest...
    amp;
766
767     if (timeLeftAfterStart < cliff_) {
768         return tgeAmount_;
769     }
770
771     uint256 linearVestingAmount = totalAmount_ - tgeAmount_;
772     if (timeLeftAfterStart >= cliff_ + duration_) {
773         return linearVestingAmount + tgeAmount_;
774     }
775
776     uint256 gaps = (timeLeftAfterStart - cliff_) / basis_ + 1;
777     uint256 totalGaps = duration_ / basis_;
778     return (linearVestingAmount / totalGaps) * gaps + tgeAmount_;
779 }
```

*Snippet 1. TokensVesting.sol incorrect calculation of \_vestedAmount function*

For instance with a testcase,

`basic=3; timeLeftAfterStart=9; cliff_=2; duration_=8.`

After calculating at line 776 and 777, the value of `gaps` is 3 while the value of `totalGaps` is 2.

Therefore, the return value at line 778 will be greater than `totalAmount_`.

## RECOMMENDATION

Adding a if statement to check the return value. If the return value is greater than `totalAmount_`, the function will return `totalAmount_`.

## UPDATES

- 2021-10-21: This issue has been acknowledged and fixed by the Dragon Kart team.

## 2.3. Additional notes and recommendations

### 2.3.1. Unnecessary check owner in `pause` and `unpause` functions **INFORMATIVE**

The contract inherits `ERC20Pausable` to pause and unpause contract by a specific address which has `PAUSER_ROLE`. But in the contract, to pause or unpause the specific address must



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have both `PAUSER_ROLE` and owner role. It will be an inconvenience if the contract changes another specific address to pause or unpause.

```
74 function pause() public onlyOwner {  
75     require(  
76         hasRole(PAUSER_ROLE, _msgSender()),  
77         "Token: must have pauser role to pause"  
78     );  
79     _pause();  
80 }
```

*Snippet 2. Token.sol unnecessary check owner in pause function*

```
91 function unpause() public onlyOwner {  
92     require(  
93         hasRole(PAUSER_ROLE, _msgSender()),  
94         "Token: must have pauser role to unpause"  
95     );  
96     _unpause();  
97 }
```

*Snippet 3. Token.sol unnecessary check owner in unpause function*

## RECOMMENDATION

We suggest removing `onlyOwner` modifier in the functions which are mentioned above for gas saving.

## UPDATES

- *2021-10-21*: This recommendation has been acknowledged and fixed by the Dragon Kart team.

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## 3. VERSION HISTORY

Version	Date	Status/Change	Created by
<b>1.0</b>	<i>Oct 20,2021</i>	Private Report	Verichains Lab
<b>1.1</b>	<i>Oct 21,2021</i>	Public Report	Verichains Lab
<b>1.2</b>	<i>Oct 22,2021</i>	Public Report	Verichains Lab
<b>1.3</b>	<i>Nov 04,2021</i>	Public Report	Verichains Lab

*Table 2. Report versions history*