Anime Claimer L2 Audit Report

2024-12-25

About

https://anime.xyz/

https://azuki.com/

https://xuwinnie.review/

Scope

https://github.com/chiru-labs-org/anime-claimer-l2-only/blob/56fb687f58dd337fb554f8abf72b9f4e5230b0f6/contracts/AnimeClaimer.sol

https://github.com/chiru-labs-org/anime-claimer-l2-only/blob/56fb687f58dd337fb554f8abf72b9f4e5230b0f6/contracts/ClaimChecker.sol

Conclusion

No high risk or medium risk findings have been identified.

Findings

Low Risk

L-1 Missing UUID to NFT check

Similar to the existing NFT to UUID check, consider adding a UUID to NFT check in case UUID signer's key is leaked.

L-2 Duplicate check

```
if (isForCollector == isForNFT) revert InvalidVestingConfig();
```

The same check is performed twice in `_getClaimChecksFromVestingConfigs`

L-3 Unused variable

`checks.claimer` is never used. Consider removing it or using it in `_getCmd`

L-4 usedNonces is not needed

Since a claim request is based on `claimTimestamp`, replay protection is no longer needed.

L-5 Incorrect logic for `setReadChannel`

Since there should be exactly one active channel at the same time, this function should deactivate the old channel, activate the new channel and update `$.lzReadChannel`