



Security Assessment

City of Dream

Apr 18th, 2022

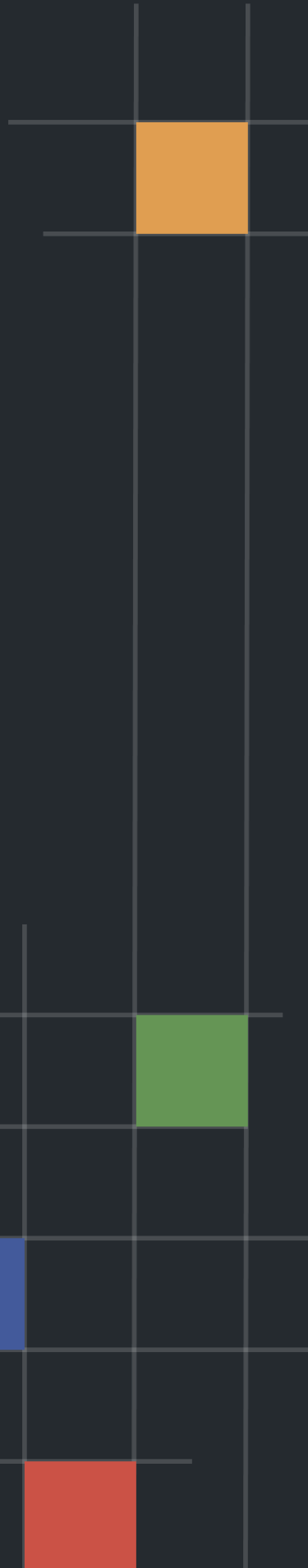


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Disclaimer

About

Summary

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

The auditing process pays special attention to the following considerations:

- Testing the smart contracts against both common and uncommon attack vectors.
- Assessing the codebase to ensure compliance with current best practices and industry standards.
- 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 informational. We recommend addressing these findings to ensure a high level of security standards and industry practices. We suggest 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;
- Provide more transparency on privileged activities once the protocol is live.

Overview

Project Summary

Project Name	City of Dream
Platform	BSC
Language	Solidity
Codebase	https://bscscan.com/address/0x73Eb6947D72ED1979e6A935F516212A7f593bC44 https://github.com/COD-Contract/COD/tree/main
Commit	4db4c34528923681d93f5c3c35594baa1d497bbe

Audit Summary

Delivery Date	Apr 18, 2022 UTC
Audit Methodology	Static Analysis, Manual Review

Vulnerability Summary

Vulnerability Level	Total	Pending	Declined	Acknowledged	Mitigated	Partially Resolved	Resolved
● Critical	0	0	0	0	0	0	0
● Major	4	0	0	4	0	0	0
● Medium	0	0	0	0	0	0	0
● Minor	2	0	0	1	0	0	1
● Informational	3	0	0	0	0	0	3
● Discussion	0	0	0	0	0	0	0

Audit Scope

ID	Repo	File	SHA256 Checksum
COD	mainnet	COD.sol	8a5f7b9d88cc743e5dcefc7c5970455486df9dab5aae2091557de66522740ee2

Findings



■ Critical	0 (0.00%)
■ Major	4 (44.44%)
■ Medium	0 (0.00%)
■ Minor	2 (22.22%)
■ Informational	3 (33.33%)
■ Discussion	0 (0.00%)

ID	Title	Category	Severity	Status
COD-01	Centralization Risks in COD.sol	Centralization / Privilege	● Major	ⓘ Acknowledged
COD-02	Initial Token Distribution	Centralization / Privilege	● Major	ⓘ Acknowledged
COD-03	Potential Loss of Tokens	Logical Issue	● Major	ⓘ Acknowledged
COD-04	Centralization risk in <code>_pool</code>	Centralization / Privilege	● Major	ⓘ Acknowledged
COD-05	Missing Zero Address Validation	Volatile Code	● Minor	✓ Resolved
COD-06	Third Party Dependencies	Volatile Code	● Minor	ⓘ Acknowledged
COD-07	Improper Usage of <code>public</code> and <code>external</code> Type	Gas Optimization	● Informational	✓ Resolved
COD-08	Unlocked Compiler Version	Language Specific	● Informational	✓ Resolved
COD-09	Useless Function	Coding Style	● Informational	✓ Resolved

COD-01 | Centralization Risks In COD.sol

Category	Severity	Location	Status
Centralization / Privilege	● Major	COD.sol: 326, 334, 511, 517, 521, 526, 530, 534, 538, 543	ⓘ Acknowledged

Description

In the contract `COD` the role `_owner` has authority over the functions listed below.

- `setMarket`: manage the state variable `_markets`
- `setPay`: manage the state variable `_pay`
- `setPool`: manage the state variable `_pool`
- `setBind`: manage the state variable `_bind`
- `setWhitelistFrom`: manage the state variable `_whitelistFrom`
- `setWhitelistTo`: manage the state variable `_whitelistTo`
- `setBidirectionWhitelist`: manage the state variables `_whitelistFrom` and `_whitelistTo`
- `setBatchBidirectionWhitelist` manage the state variables `_whitelistFrom` and `_whitelistTo`

Any compromise to the `_owner` account may allow the hacker to take advantage of this authority, and change the configuration of this contract.

In the contract `Ownable` the role `_owner` has authority over the functions listed below.

- `renounceOwnership`: function call `_transferOwnership` and manage the state variable `_owner`
- `transferOwnership`: function call `_transferOwnership` and manage the state variable `_owner`

Any compromise to the `_owner` account may allow the hacker to take advantage of this authority.

Recommendation

The risk describes the current project design and potentially makes iterations to improve in the security operation and level of decentralization, which in most cases cannot be resolved entirely at the present stage. We advise the client to carefully manage the privileged account's private key to avoid any potential risks of being hacked. In general, we strongly recommend centralized privileges or roles in the protocol be improved via a decentralized mechanism or smart-contract-based accounts with enhanced security practices, e.g., multisignature wallets. Indicatively, here are some feasible suggestions that would also mitigate the potential risk at a different level in terms of short-term, long-term and permanent:

Short Term:

Timelock and Multi sign ($\frac{2}{3}$, $\frac{3}{5}$) combination *mitigate* by delaying the sensitive operation and avoiding a single point of key management failure.

- Time-lock with reasonable latency, e.g., 48 hours, for awareness on privileged operations;
AND
- Assignment of privileged roles to multi-signature wallets to prevent a single point of failure due to the private key compromised;
AND
- A medium/blog link for sharing the timelock contract and multi-signers addresses information with the public audience.

Long Term:

Timelock and DAO, the combination, *mitigate* by applying decentralization and transparency.

- Time-lock with reasonable latency, e.g., 48 hours, for awareness on privileged operations;
AND
- Introduction of a DAO/governance/voting module to increase transparency and user involvement.
AND
- A medium/blog link for sharing the timelock contract, multi-signers addresses, and DAO information with the public audience.

Permanent:

Renouncing the ownership or removing the function can be considered *fully resolved*.

- Renounce the ownership and never claim back the privileged roles.
OR
- Remove the risky functionality.

Alleviation

[COD]: The team acknowledged this issue and decided not to change the codebase this time due to some necessary logic need to retain ownership.

COD-02 | Initial Token Distribution

Category	Severity	Location	Status
Centralization / Privilege	● Major	COD.sol: 508	ⓘ Acknowledged

Description

All of the COD tokens are sent to the contract deployer when deploying the contract. This could be a centralization risk as the deployer can distribute COD tokens without obtaining the consensus of the community.

Recommendation

We recommend the team to be transparent regarding the initial token distribution process, and the team shall make enough efforts to restrict the access of the private key.

Alleviation

[COD]: The COD tokens had been distributed after the contract release.

COD-03 | Potential Loss Of Tokens

Category	Severity	Location	Status
Logical Issue	● Major	COD.sol: 651~654	ⓘ Acknowledged

Description

We do not know the internal implementation of the function `IBind(_bind).getReferrer(receiver)`. If the function `IBind(_bind).getReferrer(receiver)` returns a zero address, the token sent to the referrer will be lost.

Suppose that the addresses mentioned below are not in the whitelist, there are several possible cases where the COD tokens are lost when transferring tokens.

- If a contract sends the COD tokens to an address that is not in a binding relationship, the referrer of the `recipient` will be set to the zero address in line 679. Then in line 652, the variable `referrer` is set to a zero address. As a result, the COD tokens sent to the variable `referrer` will be lost.
- According to the implementation of the function `__bind`, the contract does not have a referrer. If a contract sends the COD tokens to another contract, the variable `referrer` will be set to the zero address in line 652, causing the same consequences as in the case above.

Recommendation

We recommend checking whether the referrer is a zero address before transferring tokens. If the referrer is indeed a zero address, the logic related to referral fees needs to be adjusted as well.

Alleviation

[COD]: The team will adjust the 0x0 address to the vertex number when binding in the contract `Bind`.

COD-04 | Centralization Risk In `_pool`

Category	Severity	Location	Status
Centralization / Privilege	● Major	COD.sol: 649	ⓘ Acknowledged

Description

Over time, the code snippet below will lead that the `_pool` address will accumulate a significant amount of tokens.

```
_balances[_pool] = _balances[_pool] + bonusFee;
```

Recommendation

In general, we strongly recommend centralized privileges or roles in the protocol to be improved via a decentralized mechanism or via smart-contract based accounts with enhanced security practices, f.e. Multisignature wallets.

Indicatively, here are some feasible solutions that would also mitigate the potential risk:

- Time-lock with reasonable latency, i.e. 48 hours, for awareness on privileged operations;
- Assignment of privileged roles to multi-signature wallets to prevent single point of failure due to the private key;
- Introduction of a DAO / governance / voting module to increase transparency and user involvement.

Alleviation

[COD]: The role of the `_pool` is to provide a temporary storage address for the prize of the upcoming Global Lottery Pool.

COD-05 | Missing Zero Address Validation

Category	Severity	Location	Status
Volatile Code	● Minor	COD.sol: 518, 522, 527	✓ Resolved

Description

Addresses should be checked before assignment or external call to make sure they are not zero addresses.

File: COD.sol (Line 518, Function `COD.setPay`)

```
_pay = addr;
```

- `addr` is not zero-checked before being used.

File: COD.sol (Line 522, Function `COD.setPool`)

```
_pool = addr;
```

- `addr` is not zero-checked before being used.

File: COD.sol (Line 527, Function `COD.setBind`)

```
_bind = bind;
```

- `bind` is not zero-checked before being used.

Recommendation

We advise adding a zero-check for the passed-in address value to prevent unexpected errors.

Alleviation

[COD]: The team resolved this issue by adding a zero-check for the passed-in address value.

COD-06 | Third Party Dependencies

Category	Severity	Location	Status
Volatile Code	● Minor	COD.sol: 475	ⓘ Acknowledged

Description

The contract is serving as the underlying entity to interact with third party `IBind` protocols. The scope of the audit treats 3rd party entities as black boxes and assumes their functional correctness. However, in the real world, 3rd parties can be compromised and this may lead to lost or stolen assets. In addition, upgrades of 3rd parties can possibly create severe impacts, such as increasing fees of 3rd parties, migrating to new LP pools, etc.

Recommendation

We understand that the business logic of binding relationships requires interaction with `IBind`. We encourage the team to constantly monitor the statuses of 3rd parties to mitigate the side effects when unexpected activities are observed.

Alleviation

[COD]: The team will continuously monitor the Bind contract to ensure that no problems occur.

COD-07 | Improper Usage Of `public` And `external` Type

Category	Severity	Location	Status
Gas Optimization	● Informational	COD.sol: 326, 334, 511, 517, 521, 526, 530, 534, 538, 543, 550, 554, 558, 563, 573, 579, 584, 590, 607, 613	☑ Resolved

Description

`public` functions that are never called by the contract could be declared as `external`. `external` functions are more efficient than `public` functions.

Recommendation

Consider using the `external` attribute for public functions that are never called within the contract.

Alleviation

[COD]: The team resolved this issue by declaring the aforementioned `public` functions as `external`.

COD-08 | Unlocked Compiler Version

Category	Severity	Location	Status
Language Specific	● Informational	COD.sol: 467	✓ Resolved

Description

The contract has unlocked compiler version. An unlocked compiler version in the source code of the contract permits the user to compile it at or above a particular version. This, in turn, leads to differences in the generated bytecode between compilations due to different compiler versions. This can lead to an ambiguity when debugging as compiler specific bugs may occur in the codebase that would be hard to identify over a span of multiple compiler versions rather than a specific one.

Recommendation

We advise that the compiler version is instead locked at the lowest version possible that the contract can be compiled at. For example, for version `v0.8.0` the contract should contain the following line:

```
pragma solidity 0.8.0;
```

Alleviation

[COD]: The team resolved this issue by locking the compiler version to `0.8.0`.

COD-09 | Useless Function

Category	Severity	Location	Status
Coding Style	● Informational	COD.sol: 699	🟢 Resolved

Description

The internal function `_burn` is not used.

File: COD.sol (Line 699, Contract `COD`)

```
function _burn(address account, uint256 amount) internal virtual {
```

Recommendation

We recommend removing this unused function.

Alleviation

[COD]: The team removed the aforementioned useless function `_burn`.

Appendix

Finding Categories

Centralization / Privilege

Centralization / Privilege findings refer to either feature logic or implementation of components that act against the nature of decentralization, such as explicit ownership or specialized access roles in combination with a mechanism to relocate funds.

Gas Optimization

Gas Optimization findings do not affect the functionality of the code but generate different, more optimal EVM opcodes resulting in a reduction on the total gas cost of a transaction.

Logical Issue

Logical Issue findings detail a fault in the logic of the linked code, such as an incorrect notion on how `block.timestamp` works.

Volatile Code

Volatile Code findings refer to segments of code that behave unexpectedly on certain edge cases that may result in a vulnerability.

Language Specific

Language Specific findings are issues that would only arise within Solidity, i.e. incorrect usage of `private` or `delete`.

Coding Style

Coding Style findings usually do not affect the generated byte-code but rather comment on how to make the codebase more legible and, as a result, easily maintainable.

Checksum Calculation Method

The "Checksum" field in the "Audit Scope" section is calculated as the SHA-256 (Secure Hash Algorithm 2 with digest size of 256 bits) digest of the content of each file hosted in the listed source repository under the specified commit.

The result is hexadecimal encoded and is the same as the output of the Linux "sha256sum" command against the target file.

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