

www.EtherAuthority.io audit@etherauthority.io

SMART CONTRACT

Security Audit Report

Project: Mad Viking Games

Website: madvikingstudios.com

Platform: BNB Smart Chain

Language: Solidity

Date: March 11th, 2023

Table of contents

Introduction	4
Project Background	4
Audit Scope	4
Claimed Smart Contract Features	5
Audit Summary	6
Technical Quick Stats	7
Code Quality	8
Documentation	8
Use of Dependencies	8
AS-IS overview	9
Severity Definitions	11
Audit Findings	12
Conclusion	14
Our Methodology	15
Disclaimers	17
Appendix	
Code Flow Diagram	18
Slither Results Log	20
Solidity static analysis	21
Solhint Linter	23

THIS IS SECURITY AUDIT REPORT DOCUMENT AND WHICH MAY CONTAIN INFORMATION WHICH IS CONFIDENTIAL. WHICH INCLUDES ANY POTENTIAL VULNERABILITIES AND MALICIOUS CODES WHICH CAN BE USED TO EXPLOIT THE SOFTWARE. THIS MUST BE REFERRED INTERNALLY AND ONLY SHOULD BE MADE AVAILABLE TO THE PUBLIC AFTER ISSUES ARE RESOLVED.

Introduction

EtherAuthority was contracted by Mad Viking Games to perform the Security audit of the Mad Viking Games smart contracts code. The audit has been performed using manual analysis as well as using automated software tools. This report presents all the findings regarding the audit performed on March 11th, 2023.

The purpose of this audit was to address the following:

- Ensure that all claimed functions exist and function correctly.
- Identify any security vulnerabilities that may be present in the smart contract.

Project Background

- Mad Viking Games platform which creates demand for the MVG token.
- MVG is the native token for the Mad Viking Games metaverse.
- MVG is a blockchain gaming company founded in 2021.
- The project leaders are a group of Danish crypto enthusiasts and gamers who have known each other since kindergarten and got into crypto a long time ago.

Audit scope

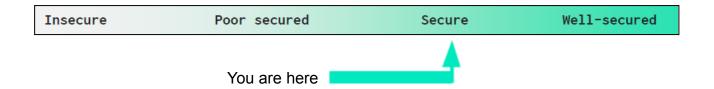
Name	Code Review and Security Analysis Report for Mad Viking Games Smart Contracts	
Platform	BSC / Solidity	
File 1	GEMS.sol	
File 1 MD5 Hash	D2F248F722DB3B87C6E0D303AFF259BB	
File 2	MVG.sol	
File 2 MD5 Hash	A8F6BD45F8B053B8A630D6725D613876	
Audit Date	March 11th,2023	

Claimed Smart Contract Features

Claimed Feature Detail	Our Observation
File 1 GEMS.sol	YES, This is valid.
Name: GEMS	
Symbol: GEMS	
Decimals: 18	
Total Supply: 100 billion	
File 2 MVG.sol	YES, This is valid.
Name: Mad Viking Games	
Symbol: MVG	
Decimals: 18	
Total Supply: 14 billion	

Audit Summary

According to the standard audit assessment, Customer's solidity smart contracts are "Secured". Also, these contracts do contain owner control, which does not make them fully decentralized.



We used various tools like Slither, Solhint and Remix IDE. At the same time this finding is based on critical analysis of the manual audit.

All issues found during automated analysis were manually reviewed and applicable vulnerabilities are presented in the Audit overview section. General overview is presented in AS-IS section and all identified issues can be found in the Audit overview section.

We found 0 critical, 0 high, 0 medium and 0 low and some very low level issues.

Investors Advice: Technical audit of the smart contract does not guarantee the ethical nature of the project. Any owner controlled functions should be executed by the owner with responsibility. All investors/users are advised to do their due diligence before investing in the project.

Technical Quick Stats

Main Category	Main Category Subcategory	
Contract	Solidity version not specified	Passed
Programming	Solidity version too old	Passed
	Integer overflow/underflow	Passed
	Function input parameters lack of check	Passed
	Function input parameters check bypass	Passed
	Function access control lacks management	Passed
	Critical operation lacks event log	Passed
	Human/contract checks bypass	Passed
	Random number generation/use vulnerability	N/A
	Fallback function misuse	Passed
	Race condition	Passed
	Logical vulnerability	Passed
	Features claimed	Passed
	Other programming issues	Passed
Code	Function visibility not explicitly declared	Passed
Specification	Var. storage location not explicitly declared	Passed
	Use keywords/functions to be deprecated	Passed
	Unused code	Passed
Gas Optimization	"Out of Gas" Issue	Passed
	High consumption 'for/while' loop	Passed
	High consumption 'storage' storage	Passed
	Assert() misuse	Passed
Business Risk	The maximum limit for mintage not set	Passed
	"Short Address" Attack	Passed
	"Double Spend" Attack	Passed

Overall Audit Result: PASSED

Code Quality

This audit scope has 2 smart contract files. Smart contracts contain Libraries, Smart

contracts, inherits and Interfaces. This is a compact and well written smart contract.

The libraries in the Mad Viking Games Protocol are part of its logical algorithm. A library is

a different type of smart contract that contains reusable code. Once deployed on the

blockchain (only once), it is assigned a specific address and its properties / methods can

be reused many times by other contracts in the Mad Viking Games Protocol.

The Mad Viking Games team has not provided unit test scripts, which would have helped

to determine the integrity of the code in an automated way.

Code parts are well commented on smart contracts.

Documentation

We were given a Mad Viking Games Protocol smart contract code in the form of a file. The

hash of that code is mentioned above in the table.

As mentioned above, code parts are well commented. So it is easy to quickly understand

the programming flow as well as complex code logic. Comments are very helpful in

understanding the overall architecture of the protocol.

Another source of information was its official website: https://madvikingstudios.com which

provided rich information about the project architecture and tokenomics.

Use of Dependencies

As per our observation, the libraries are used in this smart contracts infrastructure that are

based on well known industry standard open source projects.

Apart from libraries, its functions are used in external smart contract calls.

AS-IS overview

GEMS.sol

Functions

SI.	Functions	Туре	Observation	Conclusion
1	constructor	write	Passed	No Issue
2	onlyOwner	modifier	Passed	No Issue
3	owner	read	Passed	No Issue
4	checkOwner	internal	Passed	No Issue
5	renounceOwnership	write	access only Owner	No Issue
6	transferOwnership	write	access only Owner	No Issue
7	_transferOwnership	internal	Passed	No Issue
8	name	read	Passed	No Issue
9	symbol	read	Passed	No Issue
10	decimals	read	Passed	No Issue
11	totalSupply	read	Passed	No Issue
12	balanceOf	read	Passed	No Issue
13	transfer	write	Passed	No Issue
14	allowance	read	Passed	No Issue
15	approve	write	Passed	No Issue
16	transferFrom	write	Passed	No Issue
17	increaseAllowance	write	Passed	No Issue
18	decreaseAllowance	write	Passed	No Issue
19	_transfer	internal	Passed	No Issue
20	_mint	internal	Passed	No Issue
21	_burn	internal	Passed	No Issue
22	_approve	internal	Passed	No Issue
23	_spendAllowance	internal	Passed	No Issue
24	beforeTokenTransfer	internal	Passed	No Issue
25	_afterTokenTransfer	internal	Passed	No Issue

MVG.sol

Functions

SI.	Functions	Type	Observation	Conclusion
1	constructor	write	Passed	No Issue
2	onlyOwner	modifier	Passed	No Issue
3	owner	read	Passed	No Issue
4	_checkOwner	internal	Passed	No Issue
5	renounceOwnership	write	access only Owner	No Issue
6	transferOwnership	write	access only Owner	No Issue
7	_transferOwnership	internal	Passed	No Issue
8	name	read	Passed	No Issue
9	symbol	read	Passed	No Issue

10	decimals	read	Passed	No Issue
11	totalSupply	read	Passed	No Issue
12	balanceOf	read	Passed	No Issue
13	transfer	write	Passed	No Issue
14	allowance	read	Passed	No Issue
15	approve	write	Passed	No Issue
16	transferFrom	write	Passed	No Issue
17	increaseAllowance	write	Passed	No Issue
18	decreaseAllowance	write	Passed	No Issue
19	_transfer	internal	Passed	No Issue
20	_mint	internal	Passed	No Issue
21	_burn	internal	Passed	No Issue
22	_approve	internal	Passed	No Issue
23	spendAllowance	internal	Passed	No Issue
24	_beforeTokenTransfer	internal	Passed	No Issue
25	_afterTokenTransfer	internal	Passed	No Issue

Severity Definitions

Risk Level	Description	
Critical	Critical vulnerabilities are usually straightforward to exploit and can lead to token loss etc.	
High	High-level vulnerabilities are difficult to exploit; however, they also have significant impact on smart contract execution, e.g. public access to crucial	
Medium	Medium-level vulnerabilities are important to fix; however, they can't lead to tokens lose	
Low-level vulnerabilities are mostly related to outdated, unused etc. code snippets, that can't have significant impact on execution		
Lowest / Code Style / Best Practice	Lowest-level vulnerabilities, code style violations and info statements can't affect smart contract execution and can be ignored.	

Audit Findings

Critical Severity

No Critical severity vulnerabilities were found.

High Severity

No High severity vulnerabilities were found.

Medium

No Medium severity vulnerabilities were found.

Low

No Low severity vulnerabilities were found.

Very Low / Informational / Best practices:

(1) Multiple Pragma: MVG.sol, GEMS.sol

```
// OpenZeppelin Contracts v4.4.1 (utils/Context.sol)

pragma | solidity ^0.8.0;

// File: @openzeppelin/contracts/access/Ownable.sol

// OpenZeppelin Contracts (last updated v4.7.0) (access/Ownable.sol)

pragma | solidity ^0.8.0;

// OpenZeppelin Contracts (last updated v4.7.0) (access/Ownable.sol)

// OpenZeppelin Contracts (last updated v4.7.0) (access/Ownable.sol)

// OpenZeppelin Contract (last updated v4.7.0) (access/Ownable.sol)

// OpenZeppelin Contract (last updated v4.7.0) (access/Ownable.sol)

// OpenZeppelin Contract (last updated v4.7.0) (access/Ownable.sol)

// OpenZeppelin Contracts (last updated v4.6.0) (token/ERC20/IERC20.sol)

// OpenZeppelin Contracts (last updated v4.6.0) (token/ERC20/IERC20.sol)

// OpenZeppelin Contracts (last updated v4.6.0) (token/ERC20/IERC20.sol)
```

There are multiple pragma with different versions.

Resolution: We suggest keeping one pragma line at the top of the code.

(2) SPDX license identifier missing: **MVG.sol**, **GEMS.sol** SPDX license identifier not provided in source file.

Resolution: We suggest adding an SPDX license identifier.

Centralization

This smart contract has some functions which can be executed by the Admin (Owner) only. If the admin wallet private key would be compromised, then it would create trouble. Following are Admin functions:

Ownable.sol

- renounceOwnership: Deleting ownership will leave the contract without an owner, removing any owner-only functionality.
- transferOwnership: Current owner can transfer ownership of the contract to a new account.
- _checkOwner: Thrown when the sender is not the owner.

To make the smart contract 100% decentralized, we suggest renouncing ownership in the smart contract once its function is completed.

Conclusion

We were given a contract code in the form of files. And we have used all possible tests

based on given objects as files. We had observed some informational severity issues in

the smart contracts. But those are not critical ones. So, the smart contracts are ready

for the mainnet deployment.

Since possible test cases can be unlimited for such smart contracts protocol, we provide

no such guarantee of future outcomes. We have used all the latest static tools and manual

observations to cover maximum possible test cases to scan everything.

Smart contracts within the scope were manually reviewed and analyzed with static

analysis tools. Smart Contract's high-level description of functionality was presented in the

As-is overview section of the report.

Audit report contains all found security vulnerabilities and other issues in the reviewed

code.

Security state of the reviewed contract, based on standard audit procedure scope, is

"Secured".

Our Methodology

We like to work with a transparent process and make our reviews a collaborative effort.

The goals of our security audits are to improve the quality of systems we review and aim

for sufficient remediation to help protect users. The following is the methodology we use in

our security audit process.

Manual Code Review:

In manually reviewing all of the code, we look for any potential issues with code logic, error

handling, protocol and header parsing, cryptographic errors, and random number

generators. We also watch for areas where more defensive programming could reduce the

risk of future mistakes and speed up future audits. Although our primary focus is on the

in-scope code, we examine dependency code and behavior when it is relevant to a

particular line of investigation.

Vulnerability Analysis:

Our audit techniques included manual code analysis, user interface interaction, and

whitebox penetration testing. We look at the project's web site to get a high level

understanding of what functionality the software under review provides. We then meet with

the developers to gain an appreciation of their vision of the software. We install and use

the relevant software, exploring the user interactions and roles. While we do this, we

brainstorm threat models and attack surfaces. We read design documentation, review

other audit results, search for similar projects, examine source code dependencies, skim

open issue tickets, and generally investigate details other than the implementation.

Documenting Results:

We follow a conservative, transparent process for analyzing potential security vulnerabilities and seeing them through successful remediation. Whenever a potential issue is discovered, we immediately create an Issue entry for it in this document, even though we have not yet verified the feasibility and impact of the issue. This process is conservative because we document our suspicions early even if they are later shown to not represent exploitable vulnerabilities. We generally follow a process of first documenting the suspicion with unresolved questions, then confirming the issue through code analysis, live experimentation, or automated tests. Code analysis is the most tentative, and we strive to provide test code, log captures, or screenshots demonstrating our confirmation. After this we analyze the feasibility of an attack in a live system.

Suggested Solutions:

We search for immediate mitigations that live deployments can take, and finally we suggest the requirements for remediation engineering for future releases. The mitigation and remediation recommendations should be scrutinized by the developers and deployment engineers, and successful mitigation and remediation is an ongoing collaborative process after we deliver our report, and before the details are made public.

Disclaimers

EtherAuthority.io Disclaimer

EtherAuthority team has analyzed this smart contract in accordance with the best industry practices at the date of this report, in relation to: cybersecurity vulnerabilities and issues in smart contract source code, the details of which are disclosed in this report, (Source Code); the Source Code compilation, deployment and functionality (performing the intended functions).

Due to the fact that the total number of test cases are unlimited, the audit makes no statements or warranties on security of the code. It also cannot be considered as a sufficient assessment regarding the utility and safety of the code, bugfree status or any other statements of the contract. While we have done our best in conducting the analysis and producing this report, it is important to note that you should not rely on this report only. We also suggest conducting a bug bounty program to confirm the high level of security of this smart contract.

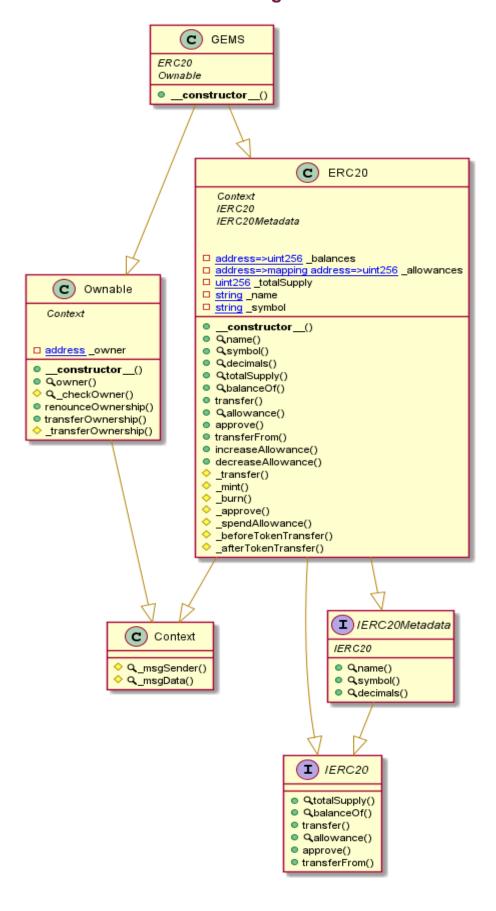
Technical Disclaimer

Smart contracts are deployed and executed on the blockchain platform. The platform, its programming language, and other software related to the smart contract can have their own vulnerabilities that can lead to hacks. Thus, the audit can't guarantee explicit security of the audited smart contracts.

Appendix

Code Flow Diagram - Mad Viking Games

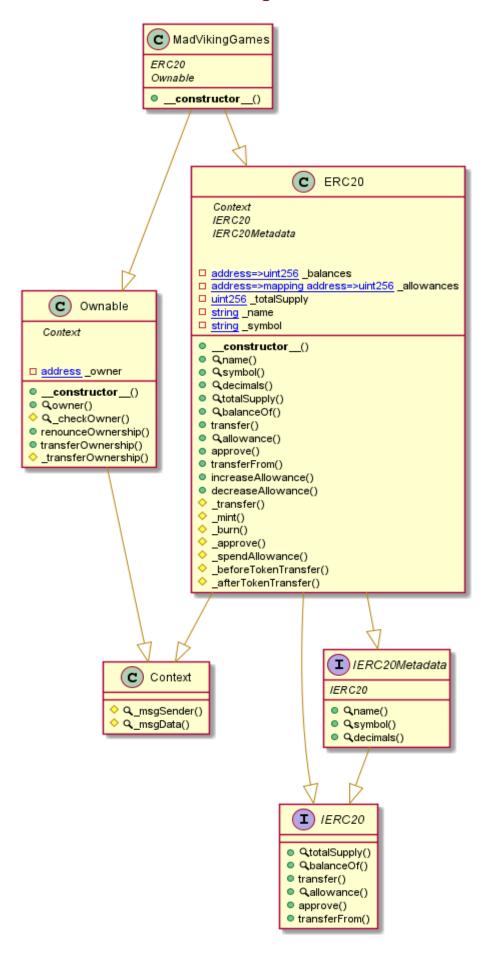
GEMS Diagram



This is a private and confidential document. No part of this document should be disclosed to third party without prior written permission of EtherAuthority.

Email: audit@EtherAuthority.io

MVG Diagram



This is a private and confidential document. No part of this document should be disclosed to third party without prior written permission of EtherAuthority.

Email: audit@EtherAuthority.io

Slither Results Log

Slither log >> GEMS.sol

Slither log >> MVG.sol

Solidity Static Analysis

GEMS.sol

Gas & Economy

Gas costs:

Gas requirement of function GEMS.decreaseAllowance is infinite: If the gas requirement of a function is higher than the block gas limit, it cannot be executed. Please avoid loops in your functions or actions that modify large areas of storage (this includes clearing or copying arrays in storage)

Pos: 430:4:

Miscellaneous

Constant/View/Pure functions:

ERC20._afterTokenTransfer(address,address,uint256): Potentially should be constant/view/pure but is not. Note: Modifiers are currently not considered by this static analysis.

<u>more</u>

Pos: 613:4:

Similar variable names:

ERC20._burn(address,uint256): Variables have very similar names "account" and "amount". Note: Modifiers are currently not considered by this static analysis.

Pos: 529:49:

Guard conditions:

Use "assert(x)" if you never ever want x to be false, not in any circumstance (apart from a bug in your code). Use "require(x)" if x can be false, due to e.g. invalid input or a failing external component.

more

Pos: 572:12:

Gas & Economy

Gas costs:

Gas requirement of function MadVikingGames.transfer is infinite: If the gas requirement of a function is higher than the block gas limit, it cannot be executed. Please avoid loops in your functions or actions that modify large areas of storage (this includes clearing or copying arrays in storage)
Pos: 342:4:

Miscellaneous

Constant/View/Pure functions:

IERC20.transferFrom(address,address,uint256): Potentially should be constant/view/pure but is not. Note: Modifiers are currently not considered by this static analysis.

more

Pos: 192:4:

Similar variable names:

ERC20._mint(address,uint256): Variables have very similar names "account" and "amount". Note: Modifiers are currently not considered by this static analysis.

Pos: 498:43:

Guard conditions:

Use "assert(x)" if you never ever want x to be false, not in any circumstance (apart from a bug in your code). Use "require(x)" if x can be false, due to e.g. invalid input or a failing external component.

more

Pos: 572:12:

Solhint Linter

GEMS.sol

```
GEMS.sol:434:18: Error: Parse error: missing ';' at '{'
GEMS.sol:467:18: Error: Parse error: missing ';' at '{'
GEMS.sol:494:18: Error: Parse error: missing ';' at '{'
GEMS.sol:521:18: Error: Parse error: missing ';' at '{'
GEMS.sol:573:22: Error: Parse error: missing ';' at '{'
```

MVG.sol

```
MVG.sol:434:18: Error: Parse error: missing ';' at '{'
MVG.sol:467:18: Error: Parse error: missing ';' at '{'
MVG.sol:494:18: Error: Parse error: missing ';' at '{'
MVG.sol:521:18: Error: Parse error: missing ';' at '{'
MVG.sol:573:22: Error: Parse error: missing ';' at '{'
```

Software analysis result:

These software reported many false positive results and some are informational issues. So, those issues can be safely ignored.

