

# Aavegotchi

# **Smart Contracts**

Security Assessment

March 1st, 2021



CertiK reports are not, nor should be considered, an "endorsement" or "disapproval" of any particular project or team. These reports are not, nor should be considered, an indication of the economics or value of any "product" or "asset" created by any team or project that contracts CertiK to perform a security review.

CertiK Reports do not provide any warranty or guarantee regarding the absolute bug-free nature of the technology analyzed, nor do they provide any indication of the technologies proprietors, business, business model or legal compliance.

CertiK Reports should not be used in any way to make decisions around investment or involvement with any particular project. These reports in no way provide investment advice, nor should be leveraged as investment advice of any sort.

CertiK Reports represent an extensive auditing process intending to help our customers increase the quality of their code while reducing the high level of risk presented by cryptographic tokens and blockchain technology.

Blockchain technology and cryptographic assets present a high level of ongoing risk. CertiK's position is that each company and individual are responsible for their own due diligence and continuous security. CertiK's goal is to help reduce the attack vectors and the high level of variance associated with utilizing new and consistently changing technologies, and in no way claims any guarantee of security or functionality of the technology we agree to analyze.

# What is a CertiK report?

- A document describing in detail an in depth analysis of a particular piece(s) of source code provided to CertiK by a Client.
- An organized collection of testing results, analysis and inferences made about the structure, implementation and overall best practices of a particular piece of source code.
- Representation that a Client of CertiK has completed a round of auditing with the intention to increase the quality of the company/product's IT infrastructure and or source code.



# Project Summary

Project Name	Aavegotchi Smart Contracts	
Description	Smart contracts portion of the Aavegotchi repository	
Platform	Ethereum; Solidity, Yul	
Codebase	GitHub Repository	
Commits	1. <u>7376afa4ef247bd7f78fe4f6c3643d3fac9008f2</u> 2. <u>6536d434b7c87c1cf0325917f811bf042e74ef50</u>	

# Audit Summary

Delivery Date	March. 1, 2021
Method of Audit	Static Analysis, Manual Review
Consultants Engaged	3
Timeline	Dec. 21, 2020 - March. 1, 2021

# Vulnerability Summary

Total Issues	41
Total Critical	0
Total Major	1
Total Medium	2
Total Minor	7
Total Informational	31

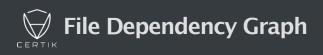


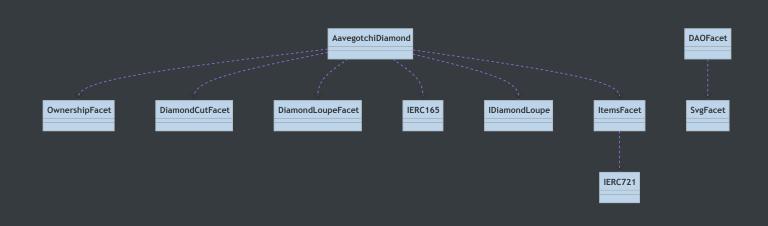
This report represents the results of CertiK's engagement with Aavegotchi on their implementation of the Aavegotchi smart contracts.

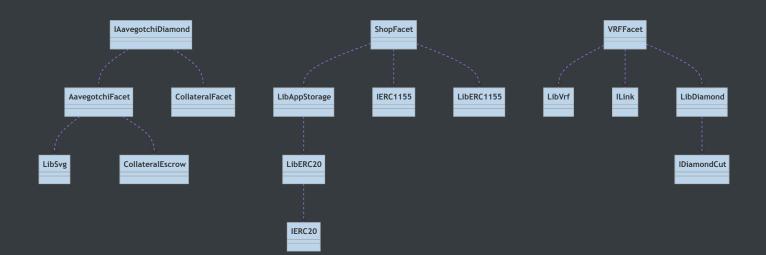
Static analysis and manual inspection was performed on the smart contracts in scope. Most of the findings are of informational nature with a few medium and minor findings. Majority of the issues were remediated except a couple of informational findings, which were not considered.



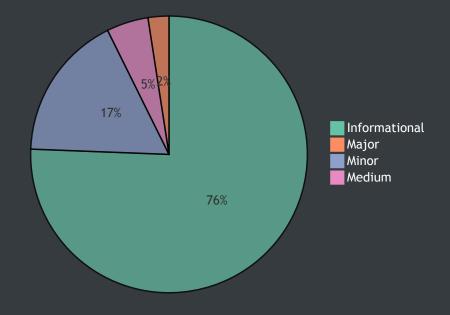
ID	Contract	Location
AFT	AavegotchiFacet.sol	contracts/Aavegotchi/facets/AavegotchiFacet.sol
ADD	AavegotchiDiamond.sol	contracts/Aavegotchi/AavegotchiDiamond.sol
CFT	CollateralFacet.sol	contracts/Aavegotchi/facets/CollateralFacet.sol
CEW	CollateralEscrow.sol	contracts/Aavegotchi/CollateralEscrow.sol
DAO	DAOFacet.sol	contracts/Aavegotchi/facets/DAOFacet.sol
ILK	ILink.sol	contracts/Aavegotchi/interfaces/ILink.sol
IER	IERC721.sol	contracts/Aavegotchi/interfaces/IERC721.sol
IEC	IERC1155.sol	contracts/Aavegotchi/interfaces/IERC1155.sol
IFT	ItemsFacet.sol	contracts/Aavegotchi/facets/ItemsFacet.sol
IAD	IAavegotchiDiamond.sol	contracts/Aavegotchi/interfaces/IAavegotchiDiamond.sol
IET	IERC1155TokenReceiver.sol	contracts/Aavegotchi/interfaces/IERC1155TokenReceiver.sol
LVF	LibVrf.sol	contracts/Aavegotchi/libraries/LibVrf.sol
LER	LibERC20.sol	contracts/shared/libraries/LibERC20.sol
LDD	LibDiamond.sol	contracts/shared/libraries/LibDiamond.sol
LEC	LibERC1155.sol	contracts/Aavegotchi/libraries/LibERC1155.sol
LAS	LibAppStorage.sol	contracts/Aavegotchi/libraries/LibAppStorage.sol
SFT	ShopFacet.sol	contracts/Aavegotchi/facets/ShopFacet.sol
VRF	VRFFacet.sol	contracts/Aavegotchi/facets/VRFFacet.sol







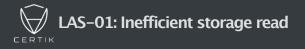




ID	Title	Туре	Severity	Resolved
<u>LAS-01</u>	Inefficient storage read	Gas Optimization	Informational	$\checkmark$
<u>LAS-02</u>	Inefficient storage layout	Gas Optimization	Informational	(! <b>`</b>
<u>LAS-03</u>	Redundant Statements	Dead Code	Informational	$\checkmark$
<u>LAS-04</u>	Unsafe subtraction	Arithmetic	Minor	$\checkmark$
<u>AFT-01</u>	Documentation discrepancy	Inconsistency	Informational	$\checkmark$
<u>AFT-02</u>	Inefficient Greater-Than Comparison w/ Zero	Gas Optimization	Informational	$\checkmark$
<u>AFT-03</u>	Code readability can be improved	Coding Style	Informational	$\checkmark$
<u>AFT-04</u>	Code readability can be improved	Coding Style	Informational	$\checkmark$

<u>AFT-05</u>	Array type can be changed from dynamic to fixed length	Gas Optimization	Informational	$\checkmark$
<u>AFT-06</u>	Inefficient code	Gas Optimization	Informational	$\checkmark$
<u>AFT-07</u>	Redundant return statement	Coding Style	Informational	$\checkmark$
<u>AFT-08</u>	Inefficient local variable	Gas Optimization	Informational	$\checkmark$
<u>AFT-09</u>	Documentation discrepancy	Inconsistency	Informational	$\checkmark$
<u>AFT-10</u>	Comparison with literal false	Gas Optimization	Informational	$\checkmark$
<u>AFT-11</u>	Redundant Variable Initialization	Coding Style	Informational	$\checkmark$
<u>AFT-12</u>	uint8 type can be changed to uint256	Gas Optimization	Informational	$\checkmark$
<u>AFT-13</u>	require statements can be substituted with modifier	Gas Optimization	Informational	(!)́
<u>AFT-14</u>	Documentation discrepancy	Logical Issue	Major	$\checkmark$
<u>CFT-01</u>	Duplicate code	Coding Style	Informational	$\checkmark$
<u>CFT-02</u>	Possibility of integer underflow	Arithmetic	Minor	$\checkmark$
<u>CFT-03</u>	Incorrect word	Coding Style	Informational	$\checkmark$
<u>DAO-01</u>	emit keyword is missing before the event call	Language Specific	Minor	$\checkmark$
<u>DAO-02</u>	Possibility of integer overflow	Arithmetic	Minor	$\checkmark$
<u>SFT-01</u>	Redundant storage read	Gas Optimization	Informational	$\checkmark$
<u>SFT-02</u>	Possibility of integer overflow	Arithmetic	Minor	$\checkmark$
<u>SFT-03</u>	Possibility of integer overflow	Arithmetic	Minor	$\checkmark$
<u>SFT-04</u>	Inefficient Greater-Than Comparison w/ Zero	Gas Optimization	Informational	$\checkmark$
<u>VRF-01</u>	Comparison with literal false	Gas Optimization	Informational	$\checkmark$
<u>VRF-02</u>	Comparison with literal true	Gas Optimization	Informational	$\checkmark$
<u>VRF-03</u>	Returned success value is not checked of function call	Volatile Code	<ul> <li>Minor</li> </ul>	$\checkmark$

<u>VRF-04</u>	require statement can be substituted with modifier	Gas Optimization	Informational	$\checkmark$
<u>IFT-01</u>	Incorrect code	Control Flow	Medium	$\checkmark$
<u>IFT-02</u>	uint256 can be used instead of uint16	Gas Optimization	Informational	$\checkmark$
<u>IFT-03</u>	Inefficient function implementation	Gas Optimization	Informational	$\checkmark$
<u>IFT-04</u>	Comparison with a literal true	Gas Optimization	Informational	$\checkmark$
<u>IFT-05</u>	Duplicate code can be extracted to a function	Gas Optimization	Informational	$\checkmark$
<u>IFT-06</u>	Duplicate code can be extracted to a function	Gas Optimization	Informational	$\checkmark$
<u>ADD-01</u>	Ether locking in AavegotchiDiamond	Volatile Code	– Medium	$\checkmark$
<u>LDD-01</u>	Inefficient storage struct layout	Gas Optimization	Informational	$\checkmark$
<u>LDD-02</u>	Redundant require statement	Gas Optimization	Informational	$\checkmark$
<u>LDD-03</u>	Inefficient Greater-Than Comparison w/ Zero	Gas Optimization	Informational	$\checkmark$



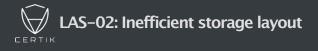
Туре	Severity	Location
Gas Optimization	Informational	LibAppStorage.sol L164-L167

The aforementioned lines read storage variable s.ghstContract multiple times. Reading from storage is significantly expensive than reading from a local variable and to enhance the gas efficiency of code, we suggest that the storage variable is first stored in a local variable and then used on the aforementioned lines.

#### **Recommendation:**

We recommend to store the storage variable of s.ghstContract into a local variable and then use it on the aforementioned lines.

# Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	LibAppStorage.sol L102-L103

The struct AppStorage 's properties on the aforementioned lines are laid out in an inefficient way where they occupy the a complete 32-byte slot. These properties can be placed at the end of the struct where they will be packed with the address type property resulting in saving gas cost associated with an additional storage slot.

#### **Recommendation:**

We advise to place the struct properties on the aforementioned lines at the end of the struct so they can be tight packed with the *address* type.

```
struct AppStorage {
    ...
    address rarityFarming;
    uint32 totalSupply;
    uint16 currentHauntId;
}
```

# Alleviation:

The recommendation was not considered, with the Aavegotchi team stating "Understood. Since moving to Polygon (which has very low gas fees) we are less concerned with inefficient storage layout and more concerned with convenience and contract readability. Therefore I did not change this item".



Туре	Severity	Location
Dead Code	Informational	LibAppStorage.sol L170-L175

The linked statements do not affect the functionality of the codebase and appear to be either leftovers from test code or older functionality.

#### **Recommendation:**

We advise that they are removed to better prepare the code for production environments.

# Alleviation:



Туре	Severity	Location
Arithmetic	Minor	LibAppStorage.sol L221

The aforementioned line performs unsafe subtraction which can result in underflow of the resultant value.

#### **Recommendation:**

We recommend to either use SafeMath library from OpenZeppelin or introduce a check asserting that the minuend is larger than or equal to the subtrahend.

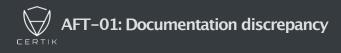
```
require(
  _experience >= _lowRange,
    "_experience is smaller than _lowRange"
);
```

For SafeMath library, the following link can be reffered.

https://github.com/OpenZeppelin/openZeppelincontracts/blob/master/contracts/math/SafeMath.sol

# Alleviation:

Alleviations were applied as of commit hash 6536d434b7c87c1cf0325917f811bf042e74ef50 by removing the relevant code part.



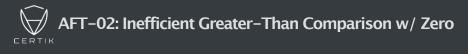
Туре	Severity	Location
Inconsistency	Informational	AavegotchiFacet.sol L156-L163

The comments on the aforementioned lines suggest that the function balance0f should throw if it is called with the argument of zero address yet the function does not implement logic to throw on such event.

### **Recommendation:**

We advise to either implement the logic in balanceOf function which throws upon \_owner being passed as address(0) or remove the comments expecting this behaviour from the function to increase the legibility of the codebase.

#### Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	AavegotchiFacet.sol L196

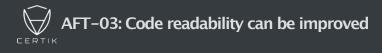
The linked greater-than comparisons with zero compare variables that are restrained to the non-negative integer range, meaning that the comparator can be changed to an inequality one which is more gas efficient.

#### **Recommendation:**

We advise that the above paradigm is applied to the linked greater-than statements.

### Alleviation:

The finding was incorrectly identified as the value being compared with zero can be a negative number. This exhibit is rendered ineffective.



Туре	Severity	Location
Coding Style	Informational	AavegotchiFacet.sol L196-L199

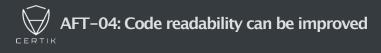
The if statements on the aforementioned lines can be combined in a single if statement to increase readability of the codebase.

#### **Recommendation:**

We recommend to combine the *if* statements on the aforementioned lines to increase the readability of the codebase.

if (boost > 0 && boost > boostDecay) {...}

## Alleviation:



Туре	Severity	Location
Coding Style	Informational	AavegotchiFacet.sol L200-L204

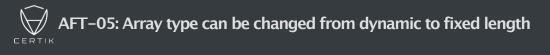
The aforementioned lines has else block and an if block inside it. These blocks can be combined to increase the readability of the codebase.

#### **Recommendation:**

We advise to combine the else and if block to increase the readability of the codebase.

```
if () {}
else if ((boost * -1) > boostDecay) {
    number += boost + boostDecay;
}
```

# Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	AavegotchiFacet.sol L171, L216

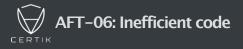
The aforementioned lines declare dynamic arrays as part of struct properties. The initialization of these arrays in the code always result in a fixed length equal to LibAppStorage.NUMERIC\_TRAITS\_NUM and hence the type of these arrays can be changed from dynamic to fixed-length array with length being LibAppStorage.NUMERIC\_TRAITS\_NUM.

### **Recommendation:**

We advise to change the type of arrays on the aforementioned lines from dynamic to fixed-length array where length is equal to LibAppStorage.NUMERIC\_TRAITS\_NUM.

int256[LibAppStorage.NUMERIC\_TRAITS\_NUM] numericTraits;

#### Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	AavegotchiFacet.sol L227-L231

The code on the aforementioned lines can be optimized by replacing the if-else statements with only an if block which sets stakeAmount when collateral is a non-zero address.

#### Recommendation:

We advise to replace the if-else statements with an if block which sets stakeAmount when collateral is a non-zero address. Setting of stakeAmount to 0 is not needed as it is the default value of uint256 type.

```
if (aavegotchiInfo_.collateral != address(0)) {
    aavegotchiInfo_.stakedAmount =
IERC20(aavegotchiInfo_.collateral).balanceOf(aavegotchiInfo_.escrow);
}
```

# Alleviation:



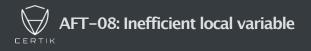
Туре	Severity	Location
Coding Style	Informational	AavegotchiFacet.sol L240

The return statement on the aforementioned line is redundant as the function getAavegotchi has a named return parameter aavegotchiInfo\_ which is implicitly returned at the end of function execution and hence explicit return statement can be removed.

#### **Recommendation:**

We recommend to remove the explicit return statement at the end of aforementioned function's body.

#### Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	AavegotchiFacet.sol L270-L271

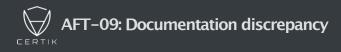
The local variable on the aforementioned line copies the struct from storage to memory and is only utilized once in the code. This is an inefficient implementation as simply reading a value from storage will be significantly cheaper than first copying the whole struct in memory and then reading a value from it.

### **Recommendation:**

We recommend to remove the local variable collateralInfo and directly read the value from storage on L271.

uint256 modifiers = s.collateralTypeInfo[collateralType].modifiers;

#### Alleviation:



Туре	Severity	Location
Inconsistency	Informational	AavegotchiFacet.sol L363-L370

The comments on the aforementioned lines suggest that the function owner0f should throw if the returned address of owner is zero yet the function does not implement logic to throw on such event.

### **Recommendation:**

We advise to either implement the logic to throw when the returned owner's address is zero or remove the comments expecting this behaviour from the function to increase the legibility of the codebase.

#### Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	AavegotchiFacet.sol L455

The aforementioned line performs comparison with a boolean literal false which can be replaced with the negation of the expression to increase the legibility of the codebase.

# Recommendation:

We advise to use the negation of expression inside the require statement instead of comparison with boolean.

```
require(!s.aavegotchiNamesUsed[_name], "AavegotchiFacet: Aavegotchi name used
already");
```

# Alleviation:



Туре	Severity	Location
Coding Style	Informational	AavegotchiFacet.sol L478

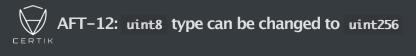
All variable types within Solidity are initialized to their default "empty" value, which is usually their zeroed out representation. Particularly:

- uint / int : All uint and int variable types are initialized at 0
- address : All address types are initialized to address(0)
- byte : All byte types are initialized to their byte(0) representation
- bool : All bool types are initialized to false
- ContractType : All contract types (i.e. for a given contract ERC20 {} its contract type is ERC20 ) are initialized to their zeroed out address (i.e. for a given contract ERC20 {} its default value is ERC20(address(0)))
- struct : All struct types are initialized with all their members zeroed out according to this table

#### Recommendation:

We advise that the linked initialization statements are removed from the codebase to increase legibility.

#### Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	AavegotchiFacet.sol L479

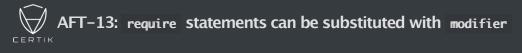
The aforementioned line declares local variable of type uint8 which is inefficient as local variables are not packed unlike storage variables. As EVM works with 32-byte values, the uint8 type will be first unpacked to 32-byte and then be operated upon and hence it will be gas efficient to just use uint256 instead of uint8 on the aforementioned.

### Recommendation:

We advise to the change type from uint8 to uint256 on the aforementioned line as it is gas efficient.

for (uint256 index = 0; index < \_values.length; index++) {...}</pre>

#### Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	<u>AavegotchiFacet.sol L291, L501</u>

The require statements on the aforementioned lines can be substituted with modifier to increase the legibility of the codebase.

#### **Recommendation:**

We advise to substitute the require statements with modfier on the aforementioned lines to increase the legibility of the codebase.

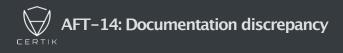
```
modifier onlyStatusAavegotchi(uint256 _tokenId) {
    isStatusAavegotchi(_tokenId);
    _;
}
function isStatusAavegotchi(uint256 _tokenId) private {
    require(s.aavegotchis[_tokenId].status == LibAppStorage.STATUS_AAVEGOTCHI,
    "AavegotchiFacet: Must be claimed");
}
```

The usage of modifier would be as followed.

function func\_name(uint256 \_tokenId) onlyStatusAavegotchi(\_tokenId) {...}

#### Alleviation:

The recommendation was not considered.



Туре	Severity	Location
Logical Issue	– Major	AavegotchiFacet.sol L581

The comment on L27 of LibAppStorage suggests that the interaction count should be set to 0 when an Aavegotchi is transferred to a new owner yet the logic inside aforementioned function does not implement such behaviour.

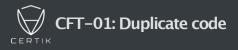
#### **Recommendation:**

We advise to add the logic to set interactionCount of Aavegotchi to 0 in the aforementioned function.

```
s.aavegotchis[_tokenId].interactionCount = 0;
```

# Alleviation:

Alleviations were applied as of commit hash 6536d434b7c87c1cf0325917f811bf042e74ef50 by removing the comment.



Туре	Severity	Location
Coding Style	Informational	CollateralFacet.sol L20-L23

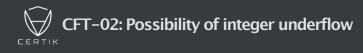
The struct definition on the aforementioned lines is also declared in contract DAOFacet on L18-L21. To observe the reusability of the code, this struct definition can be placed in the file LibAppStorage as it is imported in both of the contracts.

#### **Recommendation:**

We advise to put the struct definition in LibAppStorage to observe the resuability of code.

#### Alleviation:

Alleviations were applied as of commit hash 6536d434b7c87c1cf0325917f811bf042e74ef50 by putting struct in the LibAavegotchi.sol file.



Туре	Severity	Location
Arithmetic	<ul> <li>Minor</li> </ul>	CollateralFacet.sol L80

The aforementioned line performs check that the stake should be greater-than or equal-to minimumStake after it is decreased. If the expression currentStake - \_reduceAmount underflow then the check still passes and the user is able to withdraw enough stake such that the actual stake would be less than the minimumStake .

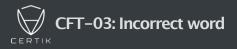
# Recommendation:

We recommend to either use SafeMath library from Openzeppelin or add a check asserting that the \_reduceAmount is less than or equal to current stake.

require(
 currentStake >= \_reduceAmount,
 "currentStake cannot be less than the reduce amount"
);

# Alleviation:

Alleviations were applied by upgradting Solidity version to 0.8.1 which checks the arithmetic operations by default.



Туре	Severity	Location
Coding Style	Informational	CollateralFacet.sol L97

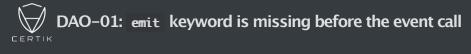
The comment on the aforementioned line incorrectly refers to experience as essense.

# Recommendation:

We advise to rectify the comment and correctly mention the word experience .

//If the toId is different from the tokenId, then perform an experience transfer

# Alleviation:



Туре	Severity	Location
Language Specific	Minor	DAOFacet.sol L152

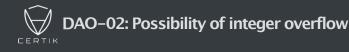
The event call on the aforementioned line is missing the emit keyword before it.

# Recommendation:

We recommend to add the emit keyword before the event call.

emit GameManagerTransferred(s.gameManager, \_gameManager);

# Alleviation:



Туре	Severity	Location
Arithmetic	Minor	DAOFacet.sol L96-L97

The addition performed on L96, if overflown, can result in passing of the check on L97 if the wrapped value is less than the maxQuantity.

### **Recommendation:**

We advise to add a check asserting that the resultant totalQuantity of the addition operation is greater than s.itemTypes[itemId].totalQuantity or SafeMath library from Openzeppelin can be used.

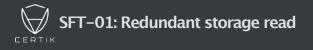
```
require(
   totalQuantity >= s.itemTypes[itemId].totalQuantity,
    "totalQuantity has overflown"
);
```

The SafeMath library from Openzeppelin can be reffered to on the following link.

https://github.com/OpenZeppelin/openzeppelincontracts/blob/master/contracts/math/SafeMath.sol

#### Alleviation:

Alleviations were applied as of commit hash 6536d434b7c87c1cf0325917f811bf042e74ef50 by upgrading Solidity version to 0.8.1 which checks arithmetic operations by default.



Туре	Severity	Location
Gas Optimization	Informational	ShopFacet.sol L57, L52

The storage read of s.currentHauntId on L57 is redundant and inefficient as the same value is read from storage and stored in local variable on L52.

#### **Recommendation:**

We advise to read the hauntId from the local variable instead of storage on L57 as reading from stack is significantly cheaper than reading from storage.

uint16 hanutId = uint16(currentHauntId);

# Alleviation:



Туре	Severity	Location
Arithmetic	<ul> <li>Minor</li> </ul>	ShopFacet.sol L98

The addition operation on L98, if results in overflow of integer value then the require check on L99 can possibly pass if the wrapped value is less than the maxQuantity.

#### **Recommendation:**

We advise to add a check asserting that the resultant value is greater than or equal to itemType.totalQuantity or SafeMath library from Openzeppelin can be used.

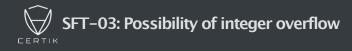
```
requrie(
   totalQuantity >= itemType.totalQuantity,
    "value has overflown"
);
```

The following link refers to SafeMath library.

https://github.com/OpenZeppelin/openZeppelincontracts/blob/master/contracts/math/SafeMath.sol

#### Alleviation:

Alleviations were applied as of commit hash 6536d434b7c87c1cf0325917f811bf042e74ef50 by upgrading Solidity version to 0.8.1 which checks the arithmetic operations by default.



Туре	Severity	Location
Arithmetic	<ul> <li>Minor</li> </ul>	ShopFacet.sol L123

The addition operation on L123, if results in overflow of integer value then the require check on L124 can possibly pass if the wrapped value is less than the maxQuantity.

### **Recommendation:**

We advise to add a check asserting that the resultant value is greater than or equal to itemType.totalQuantity or SafeMath library from Openzeppelin can be used.

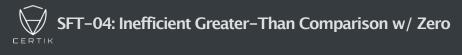
```
requrie(
   totalQuantity >= itemType.totalQuantity,
    "value has overflown"
);
```

The following link refers to SafeMath library.

https://github.com/OpenZeppelin/openZeppelincontracts/blob/master/contracts/math/SafeMath.sol

#### Alleviation:

Alleviations were applied as of commit hash 6536d434b7c87c1cf0325917f811bf042e74ef50 by upgrading Solidity version to 0.8.1 which checks the arithmetic operations by default.



Туре	Severity	Location
Gas Optimization	Informational	ShopFacet.sol L159

The linked greater-than comparisons with zero compare variables that are restrained to the non-negative integer range, meaning that the comparator can be changed to an inequality one which is more gas efficient.

#### **Recommendation:**

We advise that the above paradigm is applied to the linked greater-than statements.

### Alleviation:

The relevant code part was remove rendering this exhibnit ineffectual.



Туре	Severity	Location
Gas Optimization	Informational	VRFFacet.sol L126

The aforementioned line performs comparison with boolean literal false which can be replaced with the negation of expression to increase the legibility of the codebase.

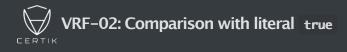
#### **Recommendation:**

We advise to replace literal comparison with false to the negation of expression on the aforementioned line.

require(!vrf\_ds.vrfPending, "VrfFacet: VRF call is pending");

### Alleviation:

The relevant code part was removed rendering this exhibit ineffectual.



Туре	Severity	Location
Gas Optimization	Informational	VRFFacet.sol L153

The aforementioned line performs comparison with literal true which can be replaced with the expression itself to increase the legibility of the code.

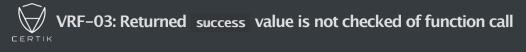
#### **Recommendation:**

We advise to replace the comparison to literal true with the expression itself.

require(vrf\_ds.vrfPending, "VrfFacet: VRF is not pending");

# Alleviation:

The relevant code part was changed rendering this exhibit ineffectual.



Туре	Severity	Location
Volatile Code	<ul> <li>Minor</li> </ul>	VRFFacet.sol L132

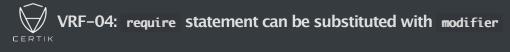
The aforementioned line performs function call whose returned success value is not checked.

# Recommendation:

We advise to check the returned success value of the function call on the aforementioned line.

```
require(
    im_link.transferAndCall(im_vrfCoordinator, vrf_ds.fee, abi.encode(vrf_ds.keyHash,
0)),
    "call failed"
)
```

# Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	VRFFacet.sol L163, L171

The require statements on the aforementioned lines can be substituted with modifier to increase the legibility of the codebase.

#### **Recommendation:**

We advise to substitute the require statements on the aforementioned lines with modifier.

```
modifier onlyOwner() {
    isOwner();
    _;
}
```

```
function isOwner() private {
    require(msg.sender == LibDiamond.contractOwner(), "VrfFacet: Must be contract
    owner");
}
```

The usage of modifier would be as followed.

```
function func_name() onlyOwner {...}
```

### Alleviation:



Туре	Severity	Location
Control Flow	– Medium	ItemsFacet.sol L138

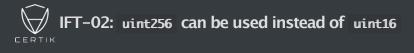
The aforementioned has incorrect condition in the for loop which results bals array always containing zerovalues for all of its indices.

#### **Recommendation:**

We advise to rectify the condition part in for loop such that it correctly populate the bals array.

for (uint156 i; i < owners.length; i++) {...}</pre>

# Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	ItemsFacet.sol L147

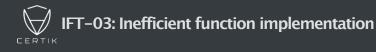
The aforementioned line declares local variable of type uint16 which is inefficient as local variables are not packed unlike storage variables. As EVM works with 32-byte values, the uint16 type will be first unpacked to 32-byte and then be operated upon and hence it will be gas efficient to just use uint256 instead of uint16 on the aforementioned.

### **Recommendation:**

We recommend to change the type from uint16 to uint256 on the aforementioned line as it will be gas efficient.

```
for (uint256 i; i < 16; i++) {...}</pre>
```

#### Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	ItemsFacet.sol L181

The function on the aforementioned line manually copies all the itemTypes to a memory array and then return it. The function will behave the same if the itemType are directly returned from the storage instead of manually copying them.

#### **Recommendation:**

We advise to directly return the itemTypes from the body of the function as it will be gas efficient.

```
function getItemTypes() external view returns (ItemType[] memory itemTypes_) {
   return s.itemTypes;
}
```

### Alleviation:

The relevant code is removed rendering this exhibit ineffectual.



Туре	Severity	Location
Gas Optimization	Informational	ItemsFacet.sol L404

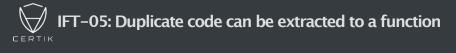
The aforementioned line performs comparison with a literal true which can be replaced with the expression itself to increase the legibility of the codebase.

#### **Recommendation:**

We advise to replace the comparison with boolean literal true with the expression itself on the aforementioned line.

require(canBeEquipped, "ItemsFacet: Wearable cannot be equipped in this collateral type");

### Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	ItemsFacet.sol L296-L311, L343-L358

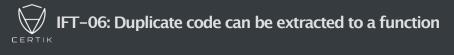
The code blocks on the aforementioned lines are a duplicate and can be extracted to a single function to increase the legibility of the codebase and as well as reduce the bytecode footprint of the contract to save gas cost associated with contract deployment.

### Recommendation:

We advise to extract the duplicate code on the aforementioned lines to a function to observe reusability of the code. The extracted function can be called in place of the aforementioned code.

```
function isValidSender(
   address _fromContract,
   uint256 _fromTokenId
) private {
   if (_fromContract == address(this)) {
            address owner = s.aavegotchis[_fromTokenId].owner;
            require(
                msg.sender == owner || s.operators[owner][msg.sender] || msg.sender ==
s.approved[_fromTokenId],
            );
            require(s.aavegotchis[_fromTokenId].unlockTime <= block.timestamp, "Items:</pre>
Only callable on unlocked Aavegotchis");
        } else {
            address owner = IERC721(_fromContract).ownerOf(_fromTokenId);
            require(
                owner == msg.sender ||
                    IERC721(_fromContract).getApproved(_fromTokenId) == msg.sender ||
                    IERC721(_fromContract).isApprovedForAll(owner, msg.sender),
            );
```

# Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	ItemsFacet.sol L315-L320, L362-L367

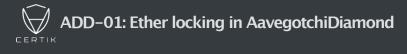
The code on the aforementioned lines is duplicate and can be extracted to a function to increase the legibility of the codebase and as well as reduce bytecode footrpint of the contract resulting in reduced gas cost associated with deployment.

### **Recommendation:**

We recommend to extract the duplicate code into a separate function to observe the reusability of the codebase.

```
function checkEquippedWearables(
    address _fromContract,
    uint256 _fromTokenId,
    uint256 _id
) private {
    if (bal == 0 && _fromContract == address(this)) {
        uint256 l_equippedWearables =
    s.aavegotchis[_fromTokenId].equippedWearables;
        for (uint256 i; i < 16; i++) {
            require(uint16(l_equippedWearables >> (i * 16)) != _id, "Items: Cannot
    transfer wearable that is equipped");
        }
    }
}
```

# Alleviation:



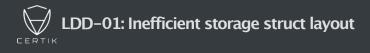
Туре	Severity	Location
Volatile Code	Medium	AavegotchiDiamond.sol L88

The receive function on the aforementioned line allows the diamond proxy contract to receive plain ether yet none of the facet contract has any functionality to deal with the received ethers. Any sent ethers would be locked in the contract unless an implementation contract is introduced for the withdrawal of the ethers.

### Recommendation:

We advise to remove the declaration of the receive function so the diamond proxy contract does not allow the receiving of plain ether.

### Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	LibDiamond.sol L27, L33

The properties of the struct on the aforementioned lines can placed next to each other to tight pack them in a single 32-byte storage slot. Currently, both of the properties are occupying 32-byte slots each.

#### **Recommendation:**

We advise to place the aforementioned struct proerties next to each other to tight pack them in a single 32-byte storage slot to save gas cost associated with the additional storage slot.

```
struct DiamondStrorage {
    ...
    // The number of function selectors in selectorSlots
        uint16 selectorCount;
    // owner of the contract
    address contractOwner;
}
```

# Alleviation:

The relevant code is removed rendering this exhibit ineffectual.



Туре	Severity	Location
Gas Optimization	Informational	LibDiamond.sol L61

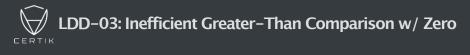
The require statement on the aforementioned line can be replace with the call to enforceIsContractOwner to increase the legibility of the codebase. It will also be gas efficient as it will decrease bytecode footprint of the contract and any function making use of the modifier.

#### **Recommendation:**

We advise to make use of the call to function enforceIsContractOwner instead of the require statement.

```
modifier onlyOwner {
    enforceIsContractOwner();
    _;
}
```

# Alleviation:



Туре	Severity	Location
Gas Optimization	Informational	LibDiamond.sol L240

The linked greater-than comparisons with zero compare variables that are restrained to the non-negative integer range, meaning that the comparator can be changed to an inequality one which is more gas efficient.

#### **Recommendation:**

We advise that the above paradigm is applied to the linked greater-than statements.

### Alleviation:



# **Finding Categories**

### Gas Optimization

Gas Optimization findings refer to exhibits that 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.

# Arithmetic

Arithmetic exhibits entail findings that relate to mishandling of math formulas, such as overflows, incorrect operations etc.

### Logical Issue

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

# **Control Flow**

Control Flow findings concern the access control imposed on functions, such as owner-only functions being invokeable by anyone under certain circumstances.

# Volatile Code

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

#### Data Flow

Data Flow findings describe faults in the way data is handled at rest and in memory, such as the result of a struct assignment operation affecting an in-memory struct rather than an in-storage one.

# 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 and comment on how to make the codebase more legible and as a result easily maintainable.

### Inconsistency

Inconsistency findings refer to functions that should seemingly behave similarly yet contain different code, such as a constructor assignment imposing different require statements on the input variables than a setter function.

### Magic Numbers

Magic Number findings refer to numeric literals that are expressed in the codebase in their raw format and should otherwise be specified as constant contract variables aiding in their legibility and maintainability.

# **Compiler Error**

Compiler Error findings refer to an error in the structure of the code that renders it impossible to compile using the specified version of the project.

### Dead Code

Code that otherwise does not affect the functionality of the codebase and can be safely omitted.