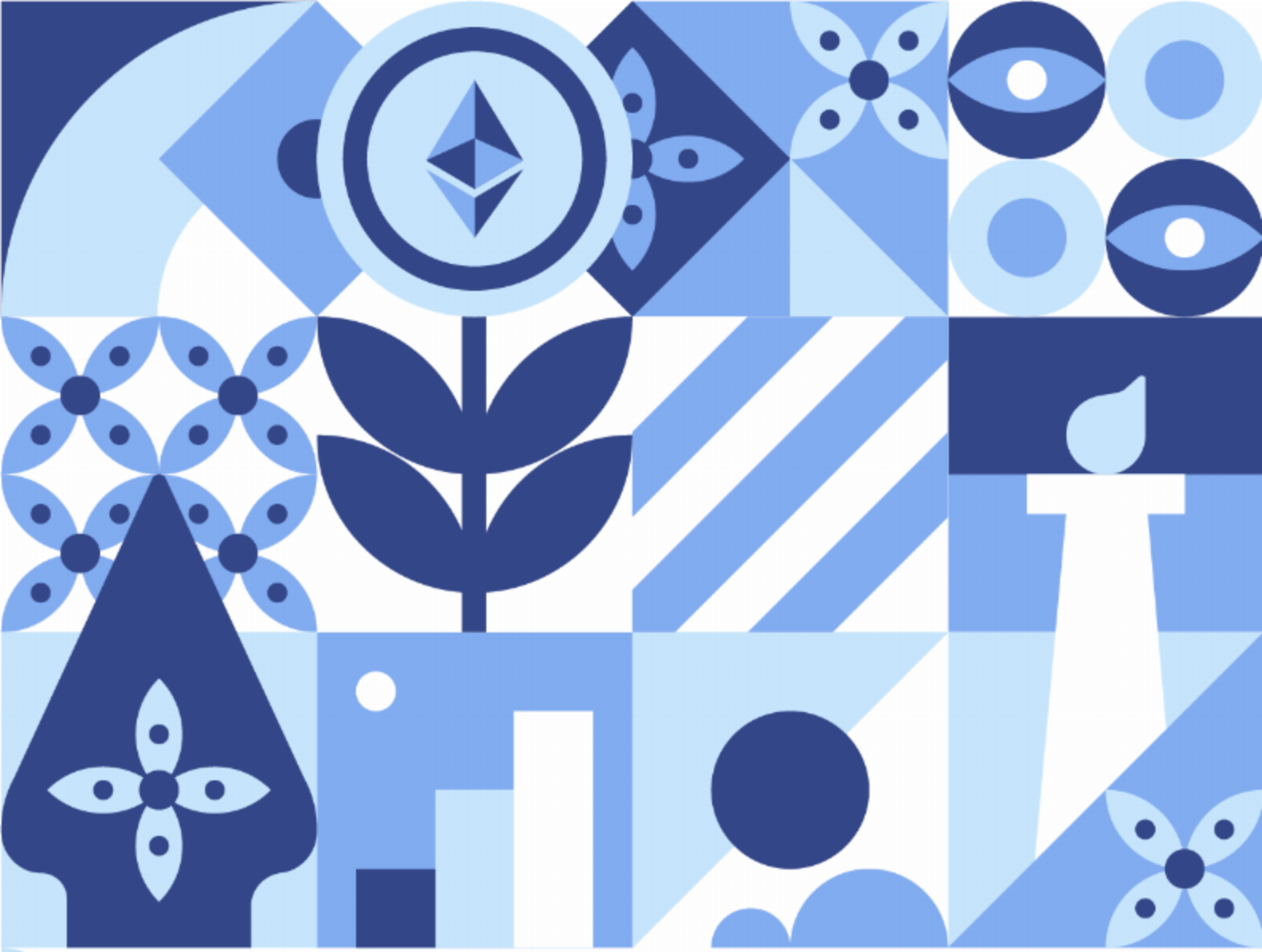

EndlessWebWorlds

Smart Contract Audit Report

SYSFIXED

05 Nov 2022

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AUDITED DETAILS

Audited Project

Project name	Token ticker	Blockchain
EndlessWebWorlds	EWW	Ethereum

Addresses

Contract address	0x3d38F87BeF0123f5764635C7E11048027E0721a8
Contract deployer address	0xD69EBCcD52F86B2Aa2134D888d821688858a1400

Project Website

https://endless-web-worlds.com/

Codebase

https://etherscan.io/address/0x3d38F87BeF0123f5764635C7E11048027E0721a8#code

SUMMARY

Enter a new way to collaborate and explore. EWW is built on an universe of tiny 2.5D online worlds that anyone can create individually and for free. We are creating a platform where people can easily and amusingly learn about projects or other people. Where teams/clans/holders can meet and have fun with various tool sets that we offer.

Contract Summary

Documentation Quality

EndlessWebWorlds provides a very good documentation with standard of solidity base code.

- The technical description is provided clearly and structured and also dont have any high risk issue.

Code Quality

The Overall quality of the basecode is standard.

- Standard solidity basecode and rules are already followed by EndlessWebWorlds with the discovery of several low issues.

Test Coverage

Test coverage of the project is 100% (Through Codebase)

Audit Findings Summary

- SWC-100 SWC-108 | Explicitly define visibility for all state variables on lines 44, 215, 216, 331, 332, 337, 373, 378, 379 and 380.
- SWC-103 | Pragma statements can be allowed to float when a contract is intended on lines 41, 66, 81, 130, 176, 209, 327, 363 and 581.

CONCLUSION

We have audited the EndlessWebWorlds project released on November 2022 to discover issues and identify potential security vulnerabilities in EndlessWebWorlds Project. This process is used to find technical issues and security loopholes which might be found in the smart contract.

The security audit report provides a satisfactory result with some low-risk issues.

The issues found in the EndlessWebWorlds smart contract code do not pose a considerable risk. The writing of the contract is close to the standard of writing contracts in general. The low-risk issues found are some arithmetic operation issues, a floating pragma is set, a state variable visibility is not set. It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code also it is best practice to set the visibility of state variables explicitly. The default visibility for "_owner" is internal. Other possible visibility settings are public and private.

AUDIT RESULT

Article	Category	Description	Result
Default Visibility	SWC-100 SWC-108	Functions and state variables visibility should be set explicitly. Visibility levels should be specified consciously.	ISSUE FOUND
Integer Overflow and Underflow	SWC-101	If unchecked math is used, all math operations should be safe from overflows and underflows.	PASS
Outdated Compiler Version	SWC-102	It is recommended to use a recent version of the Solidity compiler.	PASS
Floating Pragma	SWC-103	Contracts should be deployed with the same compiler version and flags that they have been tested thoroughly.	ISSUE FOUND
Unchecked Call Return Value	SWC-104	The return value of a message call should be checked.	PASS
Unprotected Ether Withdrawal	SWC-105	Due to missing or insufficient access controls, malicious parties can withdraw from the contract.	PASS
SELFDESTRUCT Instruction	SWC-106	The contract should not be self-destructible while it has funds belonging to users.	PASS
Reentrancy	SWC-107	Check effect interaction pattern should be followed if the code performs recursive call.	PASS
Uninitialized Storage Pointer	SWC-109	Uninitialized local storage variables can point to unexpected storage locations in the contract.	PASS
Assert Violation	SWC-110 SWC-123	Properly functioning code should never reach a failing assert statement.	PASS
Deprecated Solidity Functions	SWC-111	Deprecated built-in functions should never be used.	PASS
Delegate call to Untrusted Callee	SWC-112	Delegatecalls should only be allowed to trusted addresses.	PASS

DoS (Denial of Service)	SWC-113 SWC-128	Execution of the code should never be blocked by a specific contract state unless required.	PASS
Race Conditions	SWC-114	Race Conditions and Transactions Order Dependency should not be possible.	PASS
Authorization through tx.origin	SWC-115	tx.origin should not be used for authorization.	PASS
Block values as a proxy for time	SWC-116	Block numbers should not be used for time calculations.	PASS
Signature Unique ID	SWC-117 SWC-121 SWC-122	Signed messages should always have a unique id. A transaction hash should not be used as a unique id.	PASS
Incorrect Constructor Name	SWC-118	Constructors are special functions that are called only once during the contract creation.	PASS
Shadowing State Variable	SWC-119	State variables should not be shadowed.	PASS
Weak Sources of Randomness	SWC-120	Random values should never be generated from Chain Attributes or be predictable.	PASS
Write to Arbitrary Storage Location	SWC-124	The contract is responsible for ensuring that only authorized user or contract accounts may write to sensitive storage locations.	PASS
Incorrect Inheritance Order	SWC-125	When inheriting multiple contracts, especially if they have identical functions, a developer should carefully specify inheritance in the correct order. The rule of thumb is to inherit contracts from more /general/ to more /specific/.	PASS
Insufficient Gas Griefing	SWC-126	Insufficient gas griefing attacks can be performed on contracts which accept data and use it in a sub-call on another contract.	PASS
Arbitrary Jump Function	SWC-127	As Solidity doesnt support pointer arithmetics, it is impossible to change such variable to an arbitrary value.	PASS

Typographical Error	SWC-129	A typographical error can occur for example when the intent of a defined operation is to sum a number to a variable.	PASS
Override control character	SWC-130	Malicious actors can use the Right-To-Left-Override unicode character to force RTL text rendering and confuse users as to the real intent of a contract.	PASS
Unused variables	SWC-131 SWC-135	Unused variables are allowed in Solidity and they do not pose a direct security issue.	PASS
Unexpected Ether balance	SWC-132	Contracts can behave erroneously when they strictly assume a specific Ether balance.	PASS
Hash Collisions Variable	SWC-133	Using abi.encodePacked() with multiple variable length arguments can, in certain situations, lead to a hash collision.	PASS
Hardcoded gas amount	SWC-134	The transfer() and send() functions forward a fixed amount of 2300 gas.	PASS
Unencrypted Private Data	SWC-136	It is a common misconception that private type variables cannot be read.	PASS

SMART CONTRACT ANALYSIS

Started	Friday Nov 04 2022 06:15:24 GMT+0000 (Coordinated Universal Time)
Finished	Saturday Nov 05 2022 08:44:37 GMT+0000 (Coordinated Universal Time)
Mode	Standard
Main Source File	EndlessWebWorlds.sol

Detected Issues

ID	Title	Severity	Status
SWC-103	A FLOATING PRAGMA IS SET.	low	acknowledged
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SWC-103	A FLOATING PRAGMA IS SET.	low	acknowledged
SWC-108	STATE VARIABLE VISIBILITY IS NOT SET.	low	acknowledged
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SWC-108	STATE VARIABLE VISIBILITY IS NOT SET.	low	acknowledged

SWC-103 | A FLOATING PRAGMA IS SET.

LINE 41

low SEVERITY

The current pragma Solidity directive is ""^0.8.7"". It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

Source File

- EndlessWebWorlds.sol

Locations

```
40
41   pragma solidity ^0.8.7;
42
43   abstract contract Ownable {
44   address _owner;
45
```

SWC-103 | A FLOATING PRAGMA IS SET.

LINE 66

low SEVERITY

The current pragma Solidity directive is ""^0.8.7"". It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

Source File

- EndlessWebWorlds.sol

Locations

```
65
66   pragma solidity ^0.8.7;
67
68   interface IUniswapV2Factory {
69   function createPair(address tokenA, address tokenB)
70
```

SWC-103 | A FLOATING PRAGMA IS SET.

LINE 81

low SEVERITY

The current pragma Solidity directive is ""^0.8.7"". It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

Source File

- EndlessWebWorlds.sol

Locations

```
80
81   pragma solidity ^0.8.7;
82
83   interface IUniswapV2Router02 {
84   function swapExactTokensForETH(
85
```

SWC-103 | A FLOATING PRAGMA IS SET.

LINE 130

low SEVERITY

The current pragma Solidity directive is ""^0.8.7"". It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

Source File

- EndlessWebWorlds.sol

Locations

```
129
130   pragma solidity ^0.8.7;
131
132
133   contract DoubleSwapped {
134
```

SWC-103 | A FLOATING PRAGMA IS SET.

LINE 176

low SEVERITY

The current pragma Solidity directive is ""^0.8.7"". It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

Source File

- EndlessWebWorlds.sol

Locations

```
175
176   pragma solidity ^0.8.7;
177
178   interface IERC20 {
179   function totalSupply() external view returns (uint256);
180
```

SWC-103 | A FLOATING PRAGMA IS SET.

LINE 209

low SEVERITY

The current pragma Solidity directive is ""^0.8.7"". It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

Source File

- EndlessWebWorlds.sol

Locations

```
208
209   pragma solidity ^0.8.7;
210
211
212   abstract contract ERC20 is IERC20 {
213
```

SWC-103 | A FLOATING PRAGMA IS SET.

LINE 327

low SEVERITY

The current pragma Solidity directive is ""^0.8.7"". It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

Source File

- EndlessWebWorlds.sol

Locations

```
326
327   pragma solidity ^0.8.7;
328
329
330   abstract contract MaxWalletDynamic {
331
```

SWC-103 | A FLOATING PRAGMA IS SET.

LINE 363

low SEVERITY

The current pragma Solidity directive is ""^0.8.7"". It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

Source File

- EndlessWebWorlds.sol

Locations

```
362
363   pragma solidity ^0.8.7;
364
365   abstract contract TradableErc20 is ERC20, DoubleSwapped, Ownable, Withdrawable {
366   IUniswapV2Router02 internal constant _uniswapV2Router =
367
```

SWC-103 | A FLOATING PRAGMA IS SET.

LINE 581

low SEVERITY

The current pragma Solidity directive is ""^0.8.7"". It is recommended to specify a fixed compiler version to ensure that the bytecode produced does not vary between builds. This is especially important if you rely on bytecode-level verification of the code.

Source File

- EndlessWebWorlds.sol

Locations

```
580
581   pragma solidity ^0.8.7;
582
583
584   struct AirdropData {
585
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 44

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "_owner" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
43   abstract contract Ownable {
44   address _owner;
45
46   modifier onlyOwner() {
47   require(msg.sender == _owner);
48
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 215

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "_name" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
214   uint8 constant _decimals = 9;
215   string _name;
216   string _symbol;
217   mapping(address => uint256) internal _balances;
218   mapping(address => mapping(address => uint256)) internal _allowances;
219
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 216

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "_symbol" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
215   string _name;
216   string _symbol;
217   mapping(address => uint256) internal _balances;
218   mapping(address => mapping(address => uint256)) internal _allowances;
219   uint256 internal constant INFINITY_ALLOWANCE = 2**256 - 1;
220
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 331

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "startMaxWallet" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
330   abstract contract MaxWalletDynamic {
331   uint256 startMaxWallet;
332   uint256 startTime; // last increment time
333   uint256 constant startMaxBuyPercentil = 5; // maximum buy on start 1000=100%
334   uint256 constant maxBuyIncrementMinutesTimer = 2; // increment maxbuy minutes
335
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 332

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "startTime" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
331   uint256 startMaxWallet;
332   uint256 startTime; // last increment time
333   uint256 constant startMaxBuyPercentil = 5; // maximum buy on start 1000=100%
334   uint256 constant maxBuyIncrementMinutesTimer = 2; // increment maxbuy minutes
335   uint256 constant maxBuyIncrementPercentil = 3; // increment maxbyu percentil
1000=100%
336
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 337

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "maxBuyIncrementValue" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
336   uint256 constant maxIncrements = 1000; // maximum time incrementations
337   uint256 maxBuyIncrementValue; // value for increment maxBuy
338
339   function startMaxWalletDynamic(uint256 totalSupply) internal {
340   startTime = block.timestamp;
341
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 373

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "_isExcludedFromFee" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
372   address public extraAddress;
373   mapping(address => bool) _isExcludedFromFee;
374   uint256 public buyFeePpm = 2; // fee in 1/1000
375   uint256 public sellFeePpm = 2; // fee in 1/1000
376   uint256 public thisShare = 410; // in 1/1000
377
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 378

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "maxWalletStart" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
377   uint256 public extraShare = 0; // in 1/1000
378   uint256 maxWalletStart = 5e16;
379   uint256 addMaxWalletPerMinute = 5e16;
380   uint256 tradingStartTime;
381
382
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 379

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "addMaxWalletPerMinute" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
378   uint256 maxWalletStart = 5e16;
379   uint256 addMaxWalletPerMinute = 5e16;
380   uint256 tradingStartTime;
381
382   constructor(string memory name_, string memory symbol_)
383
```

SWC-108 | STATE VARIABLE VISIBILITY IS NOT SET.

LINE 380

low SEVERITY

It is best practice to set the visibility of state variables explicitly. The default visibility for "tradingStartTime" is internal. Other possible visibility settings are public and private.

Source File

- EndlessWebWorlds.sol

Locations

```
379   uint256 addMaxWalletPerMinute = 5e16;
380   uint256 tradingStartTime;
381
382   constructor(string memory name_, string memory symbol_)
383   ERC20(name_, symbol_)
384
```

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This is a limited report on our findings based on our analysis, in accordance with good industry practice as of the date of this report, in relation to cybersecurity vulnerabilities and issues in the framework and algorithms based on smart contracts, the details of which are set out in this report. In order to get a full view of our analysis, it is crucial for you to read the full report. While we have done our best in conducting our analysis and producing this report, it is important to note that you should not rely on this report and cannot claim against us on the basis of what it says or doesn't say, or how we produced it, and it is important for you to conduct your own independent investigations before making any decisions. We go into more detail on this in the below disclaimer below – please make sure to read it in full.

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