PALADIN
BLOCKCHAIN SECURITY

Smart Contract Security Assessment

Preliminary Report

For DragonSwap (Competition)

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The audit report has made all reasonable attempts to provide clear and articulate recommendations to the Project team with respect to the rectification, amendment and/or revision of any highlighted issues, vulnerabilities or exploits within the contracts provided. It is the sole responsibility of the Project team to sufficiently test and perform checks, ensuring that the contracts are functioning as intended, specifically that the functions therein contained within said contracts have the desired intended effects, functionalities and outcomes of the Project team.

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1 Overview

This report has been prepared for DragonSwap's Competition contracts on the SEI network. It is a diff-audit of the changes in the contract compared with a previous audit done by Paladin. Paladin provides a user-centred examination of the smart contracts to look for vulnerabilities, logic errors or other issues from both an internal and external perspective.

1.1 Summary

Project Name	DragonSwap
URL	https://dragonswap.app
Platform	SEI
Language	Solidity
Preliminary Contracts	https://github.com/dragonswap-app/comp-contracts/commit/c26bb10a95c38d1ffafcf2f7bd599db02c6953ec
Resolution	https://github.com/dragonswap-app/comp-contracts/commit/8ffbfc8c17534cb73b21b12937dda3f3b6887ac5

1.2 Contracts Assessed

Name	Contract	Live Code Match
`Competition`	`Implementation: 0xae47e4bc22fD9e34D2A217383eF40b4E90E299e5` `Instance: 0x225E5E2C95219Df1999E8842E0d8f69e1971ee77`	MATCH
`Factory`	`0xd5AF0E68258CF64a5D93BBfdb63aCC0356FB04De`	MATCH

1.3 Findings Summary

Severity	Found	Resolved	Partially Resolved	Acknowledged (no change made)
Governance	0	-	-	-
High	0	-	-	-
Medium	0	-	-	-
Low	0	-	-	-
Informational	5	5	-	-
Total	**5**	**5**	-	**0**

Classification of Issues

Severity	Description
Governance	Issues under this category are where the governance or owners of the protocol have certain privileges that users need to be aware of, some of which can result in the loss of user funds if the governance's private keys are lost or if they turn malicious, for example.
High	Exploits, vulnerabilities or errors that will certainly or probabilistically lead towards loss of funds, control, or impairment of the contract and its functions. Issues under this classification are recommended to be fixed with utmost urgency.
Medium	Bugs or issues that may be subject to exploit, though their impact is somewhat limited. Issues under this classification are recommended to be fixed as soon as possible.
Low	Effects are minimal in isolation and do not pose a significant danger to the project or its users. Issues under this classification are recommended to be fixed nonetheless.
Informational	Consistency, syntax or style best practices. Generally pose a negligible level of risk, if any.

1.3.1 Competition

ID	Severity	Summary	Status
01	INFO	Unused `MINIMAL_DEPOSIT` constant after deposit validation update	✓ RESOLVED
02	INFO	Gas optimizations	✓ RESOLVED
03	INFO	`addSwapTokens` does not revert if the swap token has already been added	✓ RESOLVED
04	INFO	Insufficient validation	✓ RESOLVED

1.3.2 Factory

ID	Severity	Summary	Status
05	INFO	Gas optimizations	✓ RESOLVED

2 Findings

2.1 Competition

`Competition` is a trading competition platform where users can participate in token swapping activities within a defined time window (between `startTimestamp` and `endTimestamp`). The team is able to extend the `endTimestamp` as long as the current `endTimestamp` has not been reached.

Users first deposit approved stablecoins to enter the competition, after which they can perform various types of token swaps (V1 and V2) using supported swap tokens. The contract integrates with a router for executing swaps, tracks user balances, and allows participants to exit the competition by withdrawing their tokens.

The contract is designed to be deployed by a factory contract and can be managed by an owner who can add new swap tokens.

2.1.1 Privileged Functions

- `initialize`
- `addSwapTokens`

2.1.2 Issues & Recommendations

Issue #01	**Unused `MINIMAL_DEPOSIT` constant after deposit validation update**
Location	https://github.com/dragonswap-app/comp-contracts/blob/4f618ad9af0f5370da28f31b57fdb1408a5c5092/src/Competition.sol#L48 `uint256 public constant MINIMAL_DEPOSIT = 10e6;`
Severity	INFORMATIONAL
Description	The contract defines a constant `MINIMAL_DEPOSIT = 10e6` that is no longer used after the deposit validation logic was updated to use token decimals. This creates confusion and potential maintenance issues as the constant remains in the code but has been superseded by a different implementation. The constant is defined but never used, as the deposit validation now correctly uses the token's decimals to determine the minimum deposit amount.
Recommendation	Remove the unused constant to improve code clarity and prevent confusion.
Resolution	RESOLVED

Issue #02	Gas optimizations
Severity	INFORMATIONAL

Description	`L73-74, L324`
	
	The contract's token addition functions (`addSwapTokens` and `initialize`) currently use memory for array parameters when `calldata` would be more efficient. Since these arrays are only used for reading values and not modified within the functions, using memory creates unnecessary gas costs by copying the arrays to memory.
	
	Replace memory with `calldata` for array parameters in external functions and their internal helpers since the arrays are only used for reading.
	
	—
	L295
	
	Using named return variables in Solidity functions instead of explicitly declaring return variables can save approximately 9 gas per variable. This optimization works by pre-allocating memory for return values and avoiding additional stack operations.
	
	Reference: https://x.com/DevDacian/status/1796396988659093968
	
	Consider changing the code to:
	`function isSwapToken(address token) public view returns (bool isToken) {`
	`    isToken = swapTokenIds[token] > 0;`
	`}`

Recommendation	Consider implementing the above recommendations.
Resolution	RESOLVED

Issue #03	**addSwapTokens does not revert if the swap token has already been added**
Severity	INFORMATIONAL

Description	As `addSwapTokens` does not revert if the swap token has already been added, an existing swap token can be mistakenly added again with a true for `_stableCoins`, making it change from false to true in `stablecoins`.
	
	`function _addSwapTokens(address[] memory _swapTokens, bool _stableCoins) private {`
	`    // Gas opt`
	`    uint256 _length = _swapTokens.length;`
	`    uint256 length = swapTokens.length;`
	`    for (uint256 i; i < _length; ++i) {`
	`        address _token = _swapTokens[i];`
	`        // Ensure there is code at the specified address`
	`        Utils._isContract(_token);`
	`        if (_stableCoins) {`
	`            stableCoins[_token] = true;`
	`            emit StableCoinAdded(_token);`
	`        }`
	`        // Add token if it is not already present`
	`        if (!isSwapToken(_token)) {`
	`            swapTokenIds[_token] = length++;`
	`            swapTokens.push(_token);`
	`            emit SwapTokenAdded(_token);`
	`        }`
	`    }`
	`}`
	
	This can be prevented if it reverts when `isSwapToken(_token)` is true, preventing the stablecoin status of an existing token to be changed.

Recommendation	Consider reverting when `isSwapToken(_token)` is true.
Resolution	RESOLVED

Issue #04	Insufficient validation
Severity	INFORMATIONAL
Description	For all the swap related functions, check that in and out token are not the same address inside `_validateSwapAndApprove`.
Recommendation	Consider implementing the recommended validation.
Resolution	RESOLVED

2.2 Factory

`Factory` is a deployment manager for competition contracts, implementing a clone factory pattern. It allows an owner to deploy new instances of a competition contract using a minimal proxy pattern (EIP-1167), which creates lightweight clones of a master implementation contract.

The factory keeps track of all deployments, maintains a reference to the current implementation, and provides functions to query deployment information.

2.2.1 Privileged Functions

- `setImplementation`
- `deploy`

2.2.2 Issues & Recommendations

Issue #05	Gas optimization
Severity	INFORMATIONAL

Description	Functions without named return variables require additional stack operations, consuming unnecessary gas. This inefficiency compounds with frequent function calls.
	
	Consider changing this:
	`function noOfDeployments() public view returns (uint256) {`
	`    […]`
	
	to this:
	`function noOfDeployments() public view returns (uint256 count) {`
	`    count = deployments.length;`
	`}`
	
	Additionally, consider changing this:
	`function getLatestDeployment() external view returns (address) {`
	`    [...]`
	
	to this:
	`function getLatestDeployment() external view returns (address latestDeployment) {`
	`    uint256 _noOfDeployments = noOfDeployments();`
	`    if (_noOfDeployments > 0) latestDeployment = deployments[_noOfDeployments - 1];`
	`}`
	
	`    uint256 index = 0;`
	`    for (uint256 i = startIndex; i <= endIndex; i++) {`
	`        _deployments[index] = deployments[i];`
	`        index++;`
	`    }`
	`}`

Recommendation	Consider making the recommended changes.
Resolution	RESOLVED


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