



Performance Report for:
https://food-tunk.vercel.app/

Report generated: Tue, Jan 21, 2025 8:20 AM -0800
Test Server Location: Vancouver, Canada
Using: Chrome 117.0.0.0, Lighthouse 11.0.0

A	Performance 100%	Structure 88%	L. Contentful Paint 399ms	T. Blocking Time 0ms	C. Layout Shift 0
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Top Issues

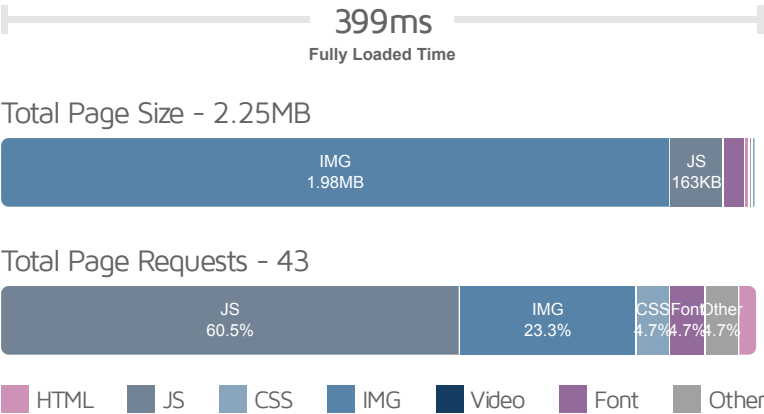
Med	Don't lazy load Largest Contentful Paint image LCP	LCP was lazy loaded
Med-Low	Avoid CSS @import FCP LCP	1 resource found
Low	Avoid enormous network payloads LCP	Total size was 2.25MB
Low	Serve images in next-gen formats	Potential savings of 1.64MB
Low	Avoid chaining critical requests FCP LCP	2 chains found

Focus on these audits first

These audits likely have the largest impact on your page performance.

Structure audits do not directly affect your Performance Score, but improving the audits seen here can help as a starting point for overall performance gains.

Page Details



How does this affect me?

Modern web users have a short attention span and expect a fast and seamless website experience. Delivering that fast experience can result in more traffic, more conversions, and more happiness.

As if you didn't need more incentive, **Google use Page Speed and Page Experience (including Web Vitals) signals in their ranking algorithm.**

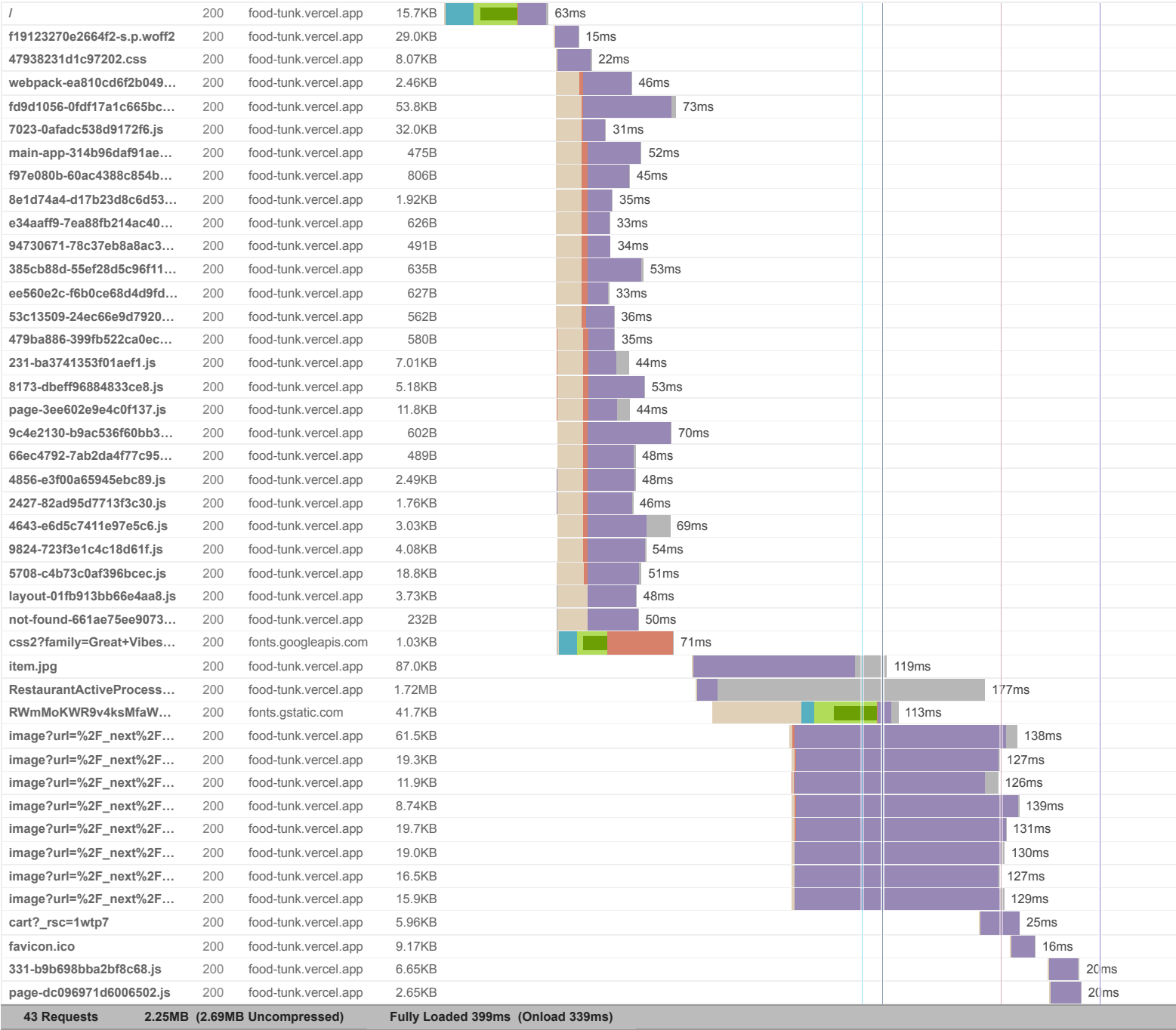
About GTmetrix

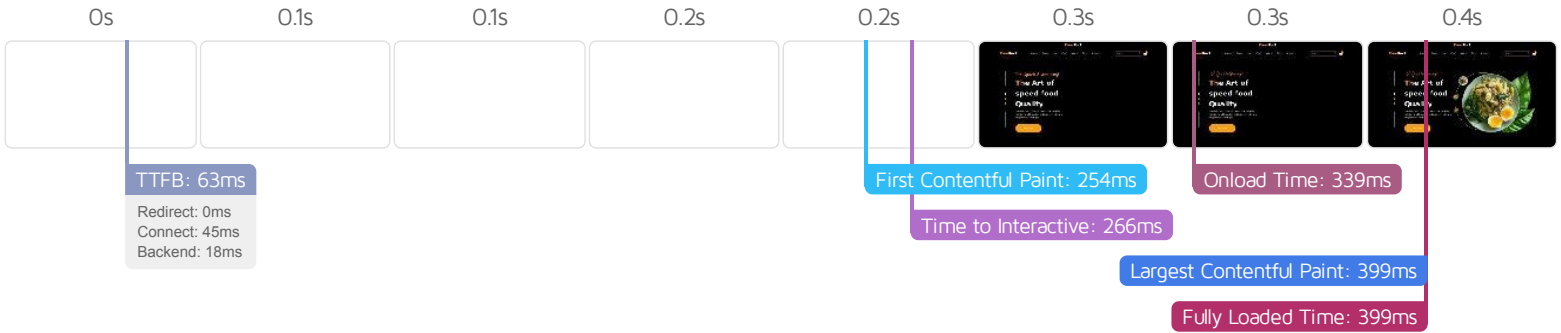
GTmetrix GTmetrix was developed as a tool for customers to easily test the performance of their webpages.

[Learn more about us.](#)

The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.

Create Next App





Performance Metrics

<p>First Contentful Paint</p> <p>How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.</p>	<p>Good - Nothing to do here</p> <p>253ms</p>	<p>Time to Interactive</p> <p>How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.</p>	<p>Good - Nothing to do here</p> <p>266ms</p>
<p>Speed Index</p> <p>How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.</p>	<p>Good - Nothing to do here</p> <p>283ms</p>	<p>Total Blocking Time</p> <p>How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.</p>	<p>Good - Nothing to do here</p> <p>0ms</p>
<p>Largest Contentful Paint</p> <p>How long it takes for the largest element of content (i.e., a hero image) to be painted on your page. A good user experience is 1.2s or less.</p>	<p>Good - Nothing to do here</p> <p>399ms</p>	<p>Cumulative Layout Shift</p> <p>How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.</p>	<p>Good - Nothing to do here</p> <p>0</p>

Browser Timings

Redirect	0ms	Connect	45ms	Backend	18ms
TTFB	63ms	First Paint	254ms	DOM Int.	265ms
DOM Loaded	266ms	Onload	339ms	Fully Loaded	399ms

IMPACT	AUDIT	
Med	Don't lazy load Largest Contentful Paint image <small>LCP</small>	LCP was lazy loaded
Med-Low	Avoid CSS @import <small>FCP</small> <small>LCP</small>	1 resource found
Low	Avoid enormous network payloads <small>LCP</small>	Total size was 2.25MB
Low	Serve images in next-gen formats	Potential savings of 1.64MB
Low	Avoid chaining critical requests <small>FCP</small> <small>LCP</small>	2 chains found
Low	Avoid an excessive DOM size <small>TBT</small>	421 elements
Low	Avoid long main-thread tasks <small>TBT</small>	1 long task found
Low	Defer offscreen images	Potential savings of 1.79MB
Low	Properly size images	Potential savings of 30.3KB
N/A	Reduce the impact of third-party code <small>TBT</small>	Total size was 43.3KB
N/A	Reduce JavaScript execution time <small>TBT</small>	63ms spent executing JavaScript
N/A	Reduce initial server response time <small>FCP</small> <small>LCP</small>	Root document took 10ms
N/A	Largest Contentful Paint element <small>LCP</small>	400 ms
N/A	Minimize main-thread work <small>TBT</small>	Main-thread busy for 307ms
N/A	Eliminate render-blocking resources <small>FCP</small> <small>LCP</small>	Potential savings of 0 ms
N/A	Avoid serving legacy JavaScript to modern browsers <small>TBT</small>	
N/A	User Timing marks and measures	
N/A	Avoid large layout shifts <small>CLS</small>	