



## Performance Report for:

<https://joshhunt1991.github.io/Video-game-API-practice/ind...>

Report generated: Thu, Dec 3, 2020 1:15 PM -0800

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0

<b>A</b>	Performance <b>97%</b>	Structure <b>93%</b>	L. Contentful Paint <b>458ms</b>	T. Blocking Time <b>0ms</b>	C. Layout Shift <b>0.25</b>
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### Top Issues

IMPACT	AUDIT	
Med-Low	<b>Serve static assets with an efficient cache policy</b>	7 resources found
Med-Low	<b>Avoid large layout shifts</b>	5 elements found
Med-Low	<b>Avoid CSS @import</b>	1 resource found.
Low	<b>Eliminate render-blocking resources</b>	Potential savings of 60 ms
Low	<b>Serve images in next-gen formats</b>	Potential savings of 168 KiB

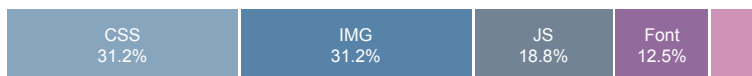
### Page Details



Total Page Size - 515KB



Total Page Requests - 16



HTML
 JS
 CSS
 IMG
 Video
 Font
 Other

### How does this affect me?

Today's web user expects a fast and seamless website experience. Delivering that fast experience can result in increased visits, conversions and overall happiness.

As if you didn't need more incentive, **Google has announced that they are using page speed in their ranking algorithm.**

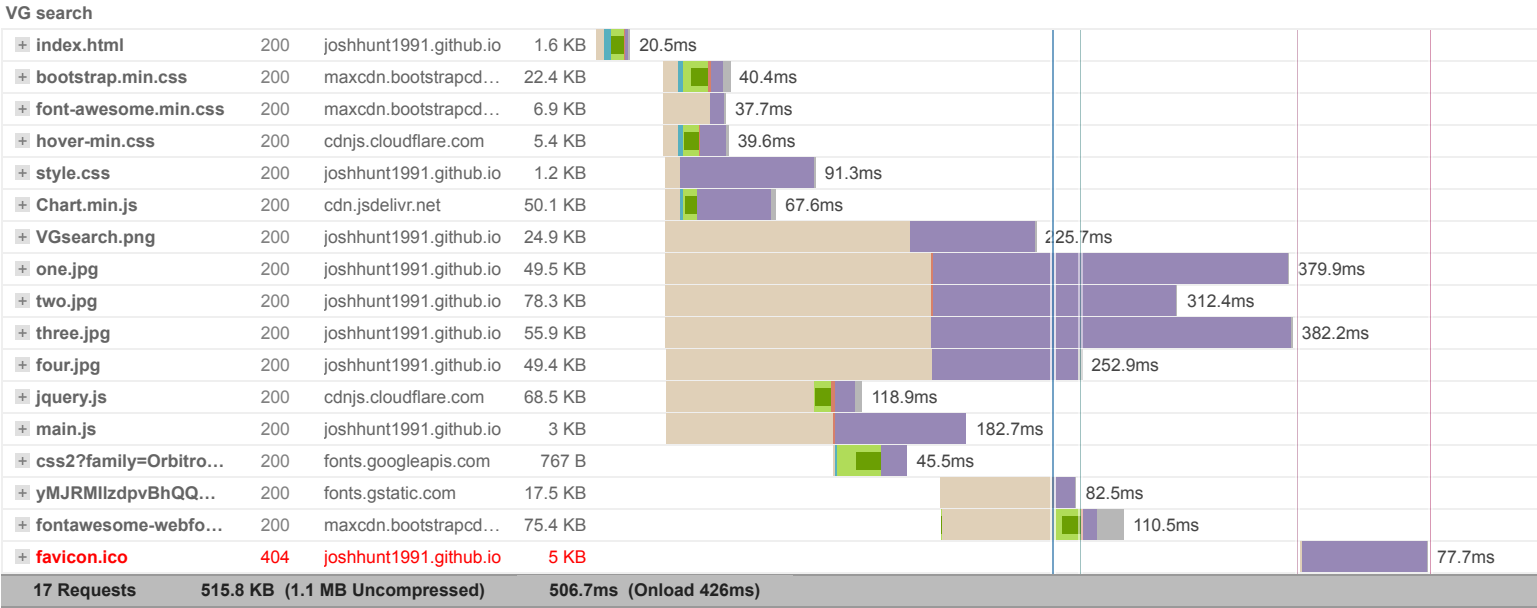
### About GTmetrix

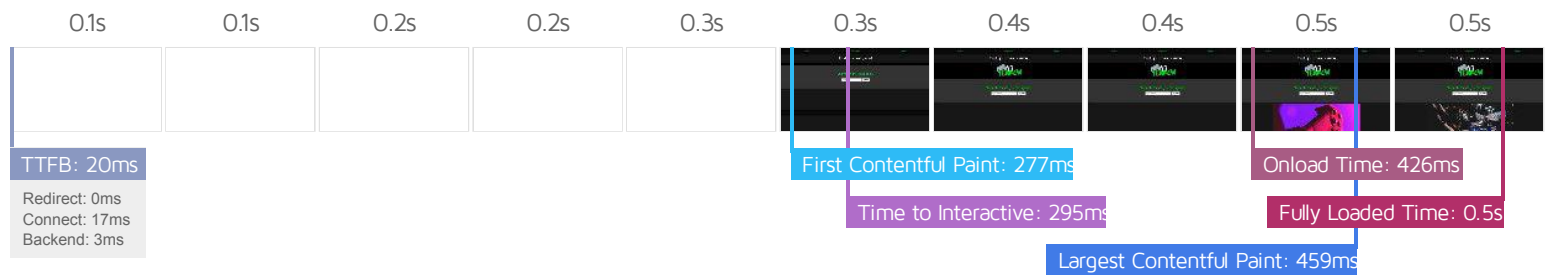
**CARBON60**  
THE MANAGED CLOUD COMPANY

GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 24 years experience in web technology.

<https://carbon60.com/>

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.





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>277ms</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>294ms</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>0.8s</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 (e.g. 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>458ms</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>More than recommended</p> <p>0.25</p>

Browser Timings

Redirect	0ms	Connect	17ms	Backend	3ms
TTFB	20ms	First Paint	277ms	DOM Int.	293ms
DOM Loaded	293ms	Onload	426ms	Fully Loaded	0.5s

IMPACT	AUDIT	
Med-Low	<b>Serve static assets with an efficient cache policy</b>	7 resources found
Med-Low	<b>Avoid large layout shifts</b>	5 elements found
Med-Low	<b>Avoid CSS @import</b>	1 resource found.
Low	<b>Eliminate render-blocking resources</b>	Potential savings of 60 ms
Low	<b>Serve images in next-gen formats</b>	Potential savings of 168 KiB
Low	<b>Avoid an excessive DOM size</b>	72 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 520 KiB
Low	<b>Properly size images</b>	Potential savings of 17 KiB
Low	<b>Efficiently encode images</b>	Potential savings of 36 KiB
Low	<b>Ensure text remains visible during webfont load</b>	
Low	<b>Reduce JavaScript execution time</b>	0 s
Low	<b>Remove unused CSS</b>	Potential savings of 22 KiB
Low	<b>Reduce initial server response time</b>	Root document took 0 ms
Low	<b>Defer offscreen images</b>	Potential savings of 49 KiB
Low	<b>Avoid non-composited animations</b>	1 animated element found
Low	<b>Minify JavaScript</b>	Potential savings of 35 KiB
Low	<b>Avoid chaining critical requests</b>	7 chains found
Low	<b>Remove unused JavaScript</b>	Potential savings of 87 KiB
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Minimize main-thread work</b>	0.5 s
N/A	<b>Reduce the impact of third-party code</b>	Third-party code blocked the main thread for 0 ms
N/A	<b>Replace large JavaScript libraries with smaller alternatives</b>	0 large libraries found

N/A

User Timing marks and measures