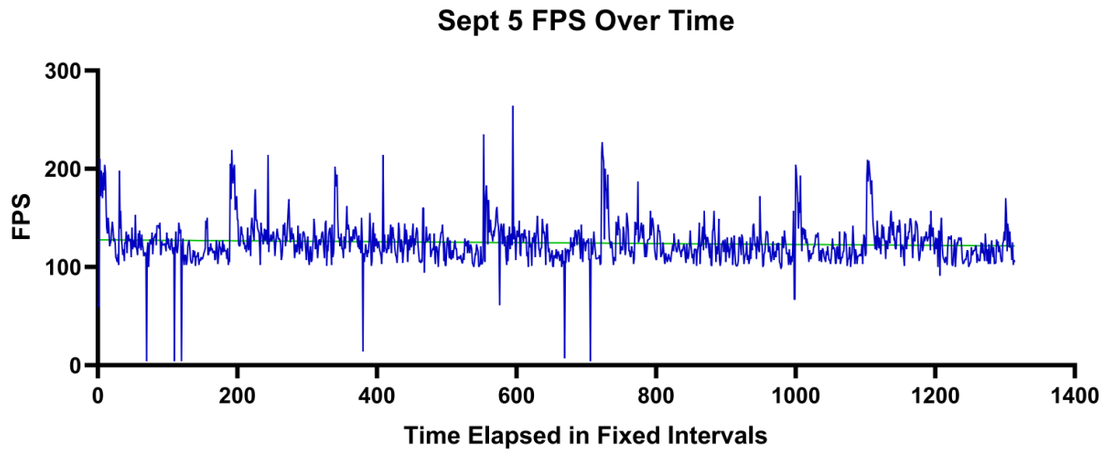
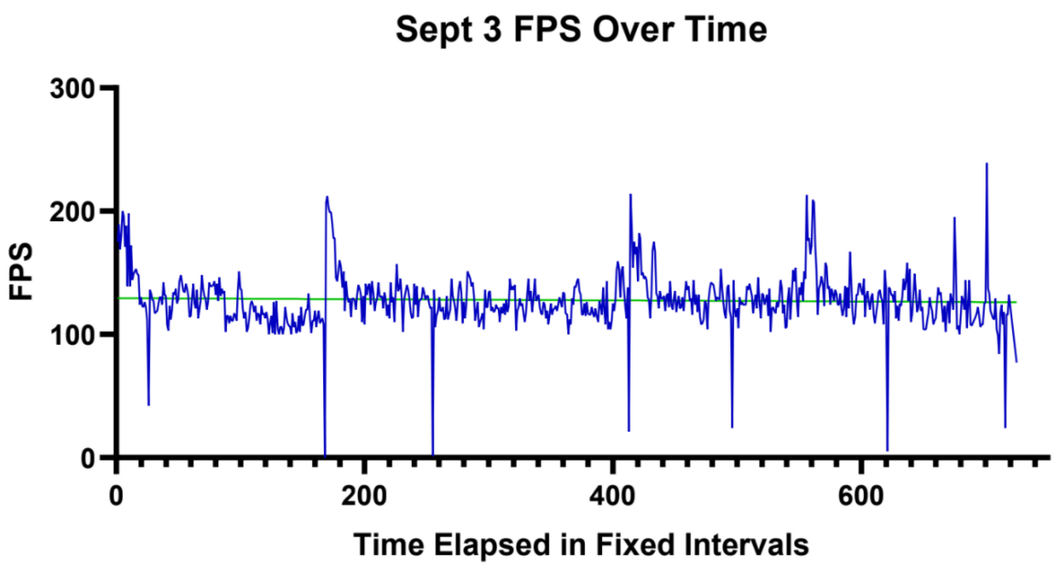
The following two graphs show the average FPS data over your past two streams on the 3rd and 5th of September 2021. This analysis only takes into consideration FPS and the changes in that value over time it does not attempt to consider lag caused by high latency. Of course, a combination of factors could be at play here. To reduce some biases in this methodology more extreme peaks or increases in FPS usually more than 300+ were excluded while dips in FPS were left in to further amplify the lag you would have experienced.



M. Jankowski, "Jankos - Twitch", *Twitch*, 2021. [Online]. Available: https://www.twitch.tv/jankos. [Accessed: 06- Sep- 2021].

During the last steam on the 5th, we can see that while there were substantial dips in FPS during certain points. However, we can see that the regression model shown by the green line shows that your FPS stayed relatively stable throughout the entire stream. One could say that there was little correlation between the FPS and time spent streaming and the R^2 value backed this up.



M. Jankowski, "Jankos - Twitch", *Twitch*, 2021. [Online]. Available: https://www.twitch.tv/jankos. [Accessed: 06- Sep- 2021].

Similar to the graph generated from the September 5th stream there was little correlation between the time spent streaming and FPS.

Overall, I used a program I wrote to help with this analysis and only sampled frames at a given time intervals. There could be improvements to this methodology by sampling every single frame in the game over the course of a few streams but for the sake of time I think this analysis provides good insight into the behaviour of your game over the course of the stream. As well examining directly how viewer donations and mass subscriptions can impact FPS can also be studied further but overall, I found no definitive correlation between the time streamed and game FPS.