



Performance Report for:

<https://kieronoc.github.io/CI-MP2/>

Report generated: Wed, Apr 21, 2021 3:31 PM -0700
Test Server Location: Vancouver, Canada

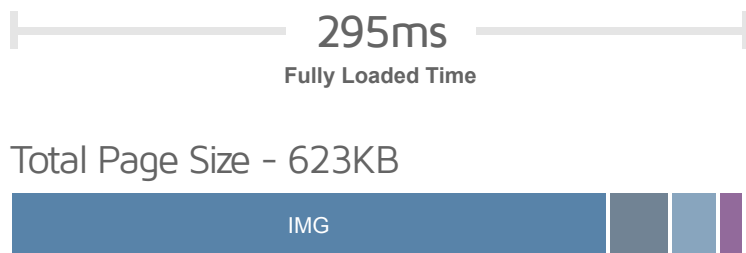
Using: Chrome (Desktop) 86.0.4240.193,
Lighthouse 6.3.0

A	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	100%	98%	295ms	0ms	0

Top Issues

IMPACT	AUDIT	
Med	Serve static assets with an efficient cache policy	Potential savings of 476KB
Low	Serve images in next-gen formats	Potential savings of 207KB
Low	Avoid an excessive DOM size	50 elements
Low	Avoid enormous network payloads	Total size was 628KB
Low	Efficiently encode images	Potential savings of 44.4KB

Page Details

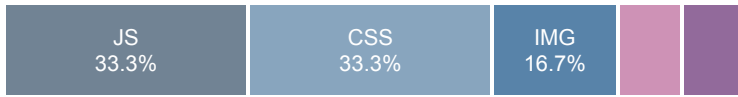


How does this affect me?

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.**

Total Page Requests - 12



About GTmetrix

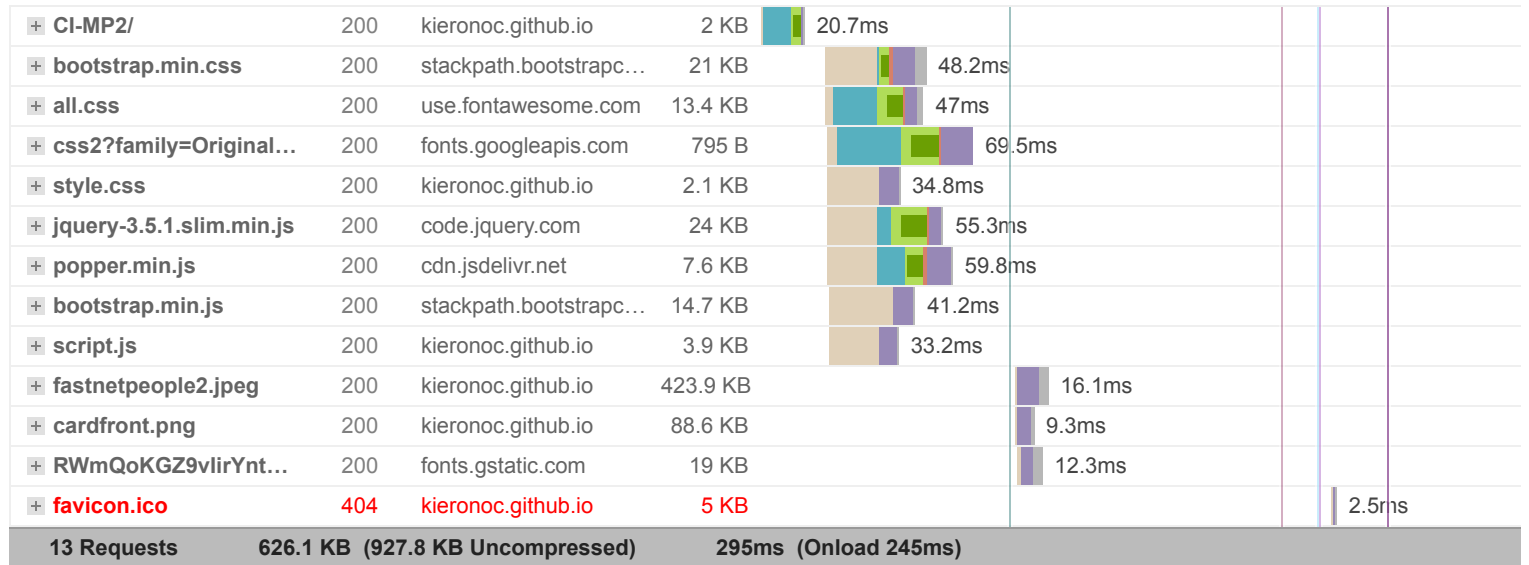


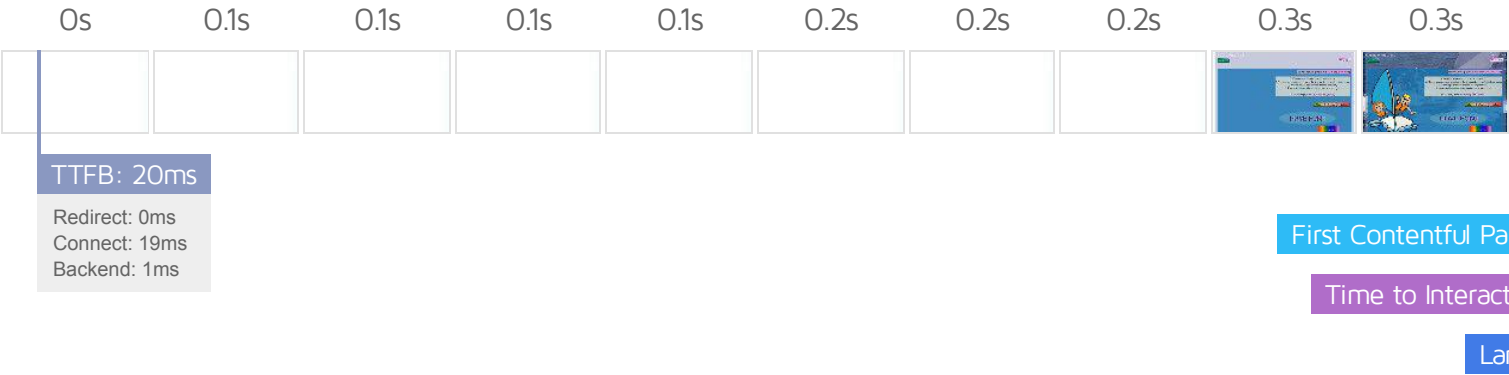
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<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.

Sailing Game





Performance Metrics

<h3>First Contentful Paint</h3> <p>How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.</p>	<div>Good - Nothing to do here</div> <div>262ms</div>
<h3>Time to Interactive</h3> <p>How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.</p>	<div>Good - Nothing to do here</div> <div>262ms</div>
<h3>Speed Index</h3> <p>How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.</p>	<div>Good - Nothing to do here</div> <div>341ms</div>
<h3>Total Blocking Time</h3> <p>How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.</p>	<div>Good - Nothing to do here</div> <div>0ms</div>

Largest Contentful Paint

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.

Good - Nothing to do here

295ms

Cumulative Layout Shift

How much your page's layout shifts as it loads. A good user

experience is a score of 0.1 or less.

Good - Nothing to do here

0

Browser Timings

Redirect

0ms

Connect

19ms

Backend

1ms

TTFB

20ms

DOM Int.

116ms

DOM Loaded

116ms

Onload

245ms

First Paint

262ms

Fully Loaded

295ms

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Low	Avoid enormous network payloads	Total size was 628KB
Low	Efficiently encode images	Potential savings of 44.4KB
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	2ms spent executing JavaScript
Low	Remove unused CSS	Potential savings of 33.9KB
Low	Reduce initial server response time	Root document took 1ms
Low	Avoid serving legacy JavaScript to modern browsers	Potential savings of 61B
Low	Avoid large layout shifts	3 elements found
Low	Minify JavaScript	Potential savings of 2.06KB
Low	Avoid chaining critical requests	8 chains found
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 276ms
N/A	Reduce the impact of third-party code	Third-party code blocked the main thread for 0 ms

N/A	Replace large JavaScript libraries with smaller alternatives	0 large libraries found
N/A	User Timing marks and measures	