Below are the points how I have optimised the homepage of Arcd.io

1> I have used nextjs's in built Image component to render the images rather than using native html img element which render and optimise images automatically, can be seen in the screenshot below.

```
▼<section class="left__play-area">
 ▼<div class="result h-100"> flex
   ▶ <div class="crt"> ··· </div>
    <img alt="landing" loading="lazy" width="600" height="450" decoding="async"</pre>
    data-nimg="1" srcset="/_next/image?url=%2Fstatic%2Fimg%2Flanding.png&w=640&q=7
    0 1x, /_next/image?url=%2Fstatic%2Fimg%2Flanding.png&w=1200&q=70 2x" src="/_ne
    xt/image?url=%2Fstatic%2Fimg%2Flanding.png&w=1200&q=70" style="color: transpar
    ent; width: 90%; height: auto;">
    <img alt="border" fetchpriority="high" width="600" height="450" decoding="asyn</pre>
    c" data-nimg="1" class="srt_bg-image" srcset="/ next/image?url=%2F next%2Fsta
    tic%2Fmedia%2Fborder.4be18669.png&w=640&q=60 1x, /_next/image?url=%2F_next%2Fs
    tatic%2Fmedia%2Fborder.4be18669.png&w=1200&q=60 2x" src="/_next/image?url=%2F_
    next%2Fstatic%2Fmedia%2Fborder.4be18669.png&w=1200&q=60" style="color: transpa
    rent;">
   </div> == $0
 </section>
▶ <section class="center-area"> ··· </section> (flex)
```

Most of the loading issue was with images so I optimised all the images of badges/gift too.

