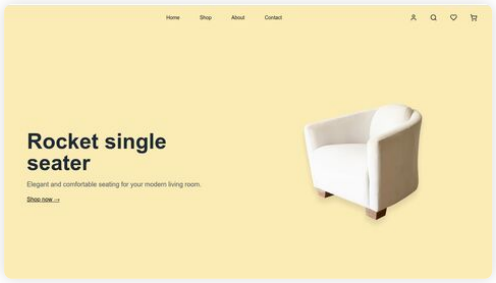


Performance Report for:

https://hackathon-3-seven-delta.vercel.app/

Report generated: Tue, Jan 21, 2025 7:28 AM -0800
Test Server Location: Vancouver, Canada
Using: Chrome 117.0.0.0, Lighthouse 11.0.0

A	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	100%	89%	289ms	0ms	0.02

Top Issues

Med	**Don't lazy load Largest Contentful Paint image** LCP	LCP was lazy loaded
Med-Low	**Properly size images**	Potential savings of 1.97MB
Low	**Avoid enormous network payloads** LCP	Total size was 2.35MB
Low	**Serve images in next-gen formats**	Potential savings of 734KB
Low	**Reduce unused JavaScript** LCP	Potential savings of 47.6KB

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

1.1s
Fully Loaded Time

Total Page Size - 2.34MB

Total Page Requests - 28

HTML JS CSS IMG Video Font Other

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.

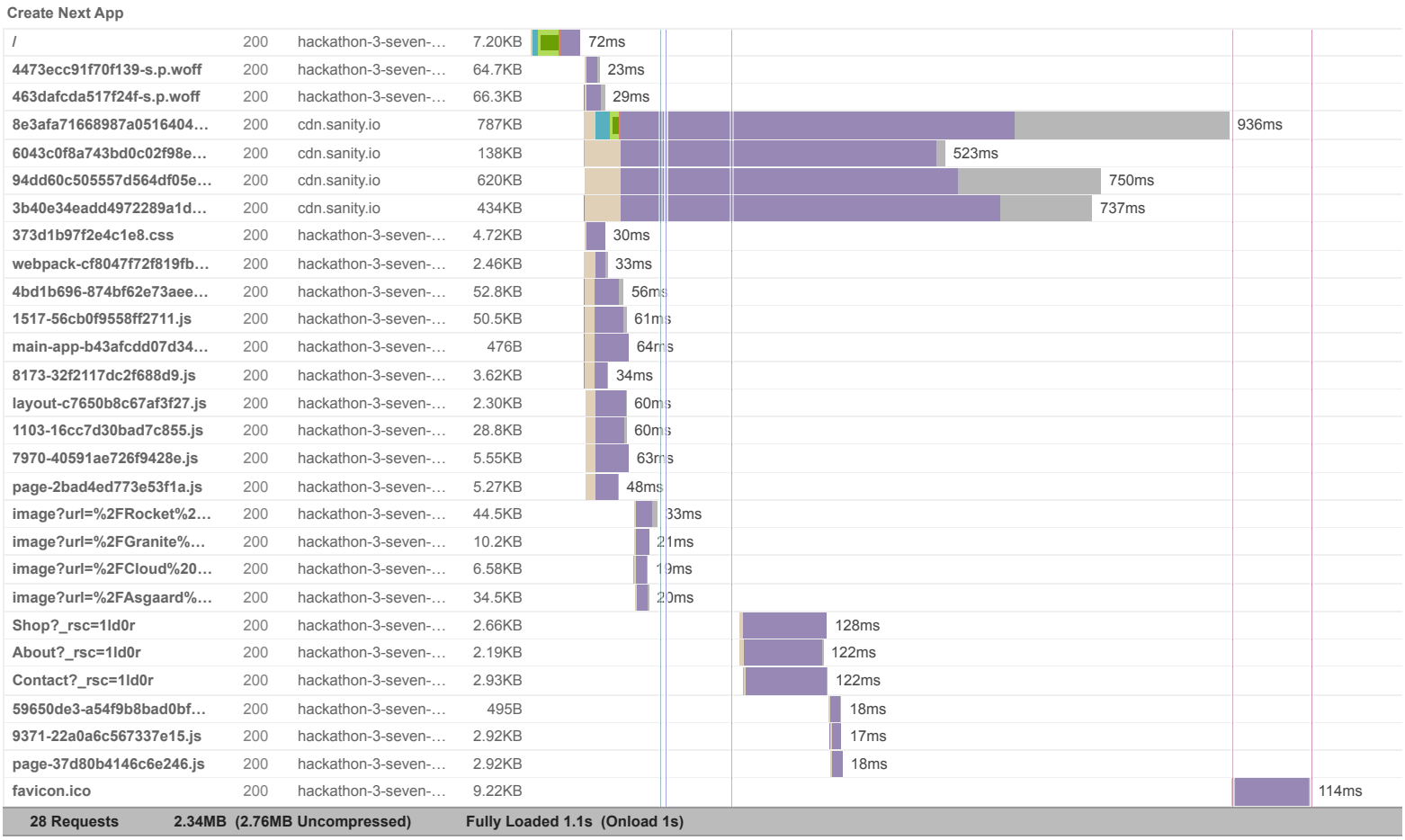
As if you didn't need more incentive, **Google use Page Speed and Page Experience (including Web Vitals) signals in their ranking algorithm.**

About GTmetrix

GTmetrix 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.



Performance Metrics

First Contentful Paint

Good - Nothing to do here

How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.

193ms

Time to Interactive

Good - Nothing to do here

How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.

193ms

Speed Index

Good - Nothing to do here

How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.

199ms

Total Blocking Time

Good - Nothing to do here

How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.

0ms

Largest Contentful Paint

Good - Nothing to do here

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.

289ms

Cumulative Layout Shift

Good - Nothing to do here

How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.

0.02

Browser Timings

Redirect	0ms	Connect	41ms	Backend	30ms
TTFB	71ms	DOM Int.	184ms	DOM Loaded	185ms
First Paint	194ms	Onload	1.0s	Fully Loaded	1.1s

IMPACT	AUDIT	
Med	**Don't lazy load Largest Contentful Paint image** LCP	LCP was lazy loaded
Med-Low	**Properly size images**	Potential savings of 1.97MB
Low	**Avoid enormous network payloads** LCP	Total size was 2.35MB
Low	**Serve images in next-gen formats**	Potential savings of 734KB
Low	**Reduce unused JavaScript** LCP	Potential savings of 47.6KB
Low	**Avoid an excessive DOM size** TBT	264 elements
Low	**Avoid chaining critical requests** FCP LCP	1 chain found
N/A	**Minimize main-thread work** TBT	Main-thread busy for 289ms
N/A	**Avoid large layout shifts** CLS	1 element found
N/A	**Reduce initial server response time** FCP LCP	Root document took 11ms
N/A	**Largest Contentful Paint element** LCP	290 ms
N/A	**Reduce JavaScript execution time** TBT	16ms spent executing JavaScript
N/A	**Reduce the impact of third-party code** TBT	Total size was 1.94MB
N/A	**Eliminate render-blocking resources** FCP LCP	
N/A	**Avoid serving legacy JavaScript to modern browsers** TBT	
N/A	**User Timing marks and measures**	