🚨 https://fene20.github.io/memory-game/ ⋮

95 Performance

90 Accessibility

93 Best Practices

91 SEO

▲ 0–49　■ 50–89　● 90–100

95
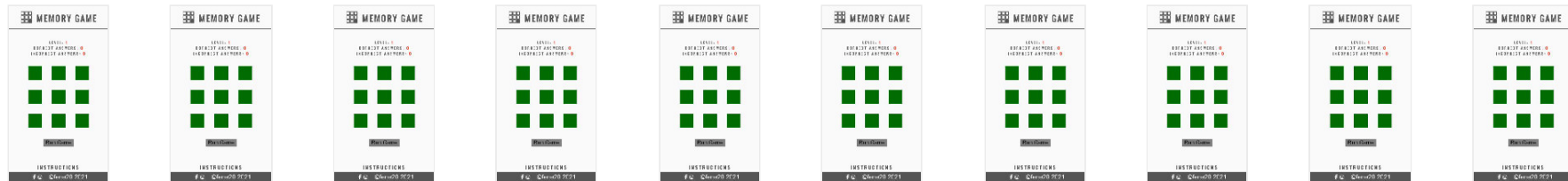
Performance

Metrics

■ First Contentful Paint	2.5 s	● Time to Interactive	2.5 s
● Speed Index	2.5 s	● Total Blocking Time	0 ms
● Largest Contentful Paint	2.5 s	● Cumulative Layout Shift	0.015

Values are estimated and may vary. The performance score is calculated directly from these metrics. See calculator.

Opportunities — These suggestions can help your page load faster. They don't <u>directly affect</u> the Performance score.

Opportunity	Estimated Savings
🟧 Eliminate render-blocking resources	0.77 s ⌄

Diagnostics — More information about the performance of your application. These numbers don't <u>directly affect</u> the Performance score.

🔺 Ensure text remains visible during webfont load	⌄
⚫ Avoid chaining critical requests — 5 chains found	⌄
⚫ Keep request counts low and transfer sizes small — 9 requests • 116 KiB	⌄
⚫ Largest Contentful Paint element — 1 element found	⌄
⚫ Avoid large layout shifts — 5 elements found	⌄

Passed audits (30) ⌄

90

Accessibility

These checks highlight opportunities to improve the accessibility of your web app. Only a subset of accessibility issues can be automatically detected so manual testing is also encouraged.

Contrast — These are opportunities to improve the legibility of your content.

▲ Background and foreground colors do not have a sufficient contrast ratio.   ⌄

Names and labels — These are opportunities to improve the semantics of the controls in your application. This may enhance the experience for users of assistive technology, like a screen reader.

▲ Links do not have a discernible name   ⌄

Additional items to manually check (10) — These items address areas which an automated testing tool cannot cover. ⌄ Learn more in our guide on conducting an accessibility review.

Passed audits (11)   ⌄

Not applicable (31)   ⌄

93

Best Practices

Trust and Safety

🔺 Links to cross-origin destinations are unsafe   ⌄

Passed audits (16)   ⌄

Not applicable (1)   ⌄

91

SEO

These checks ensure that your page is optimized for
search engine results ranking. There are additional
factors Lighthouse does not check that may affect your
search ranking. [Learn more](#).

Content Best Practices — Format your HTML in a way that enables crawlers to better understand your app's content.

⚠ Document does not have a meta description   ⌄

Additional items to manually check (1) — Run these additional validators on your site to check additional SEO best   ⌄
practices.

Passed audits (10)   ⌄

Not applicable (3) ⌄

Runtime Settings

URL	https://fene20.github.io/memory-game/
Fetch Time	May 15, 2021, 7:20 PM GMT+1
Device	Emulated Moto G4
Network throttling	Unknown
CPU throttling	Unknown
Channel	lr
User agent (host)	Mozilla/5.0 (X11; Linux x86_64) AppleWebKit/537.36 (KHTML, like Gecko) HeadlessChrome/88.0.4324.202 Safari/537.36
User agent (network)	Mozilla/5.0 (Linux; Android 7.0; Moto G (4)) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/90.0.4420.0 Mobile Safari/537.36 Chrome-Lighthouse
CPU/Memory Power	951

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