



Performance Report for:

<https://faramira.com/graph-based-pathfinding-using-c-in-unity/>

Report generated: Mon, Aug 16, 2021 7:21 AM -0700

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 7.4.0

	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	100%	96%	330ms	0ms	0

Top Issues

IMPACT	AUDIT	
Med	Avoid an excessive DOM size	1,635 elements
Med-Low	Lazy load third-party resources with facades	1 facade alternative available
Low	Use a Content Delivery Network (CDN)	1 resource found
Low	Serve static assets with an efficient cache policy	Potential savings of 28.8KB
Low	Serve images in next-gen formats	Potential savings of 13.3KB

Page Details



Total Page Size - 0.96MB



Total Page Requests - 41



HTML
 JS
 CSS
 IMG
 Video
 Font
 Other

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.**

About GTmetrix

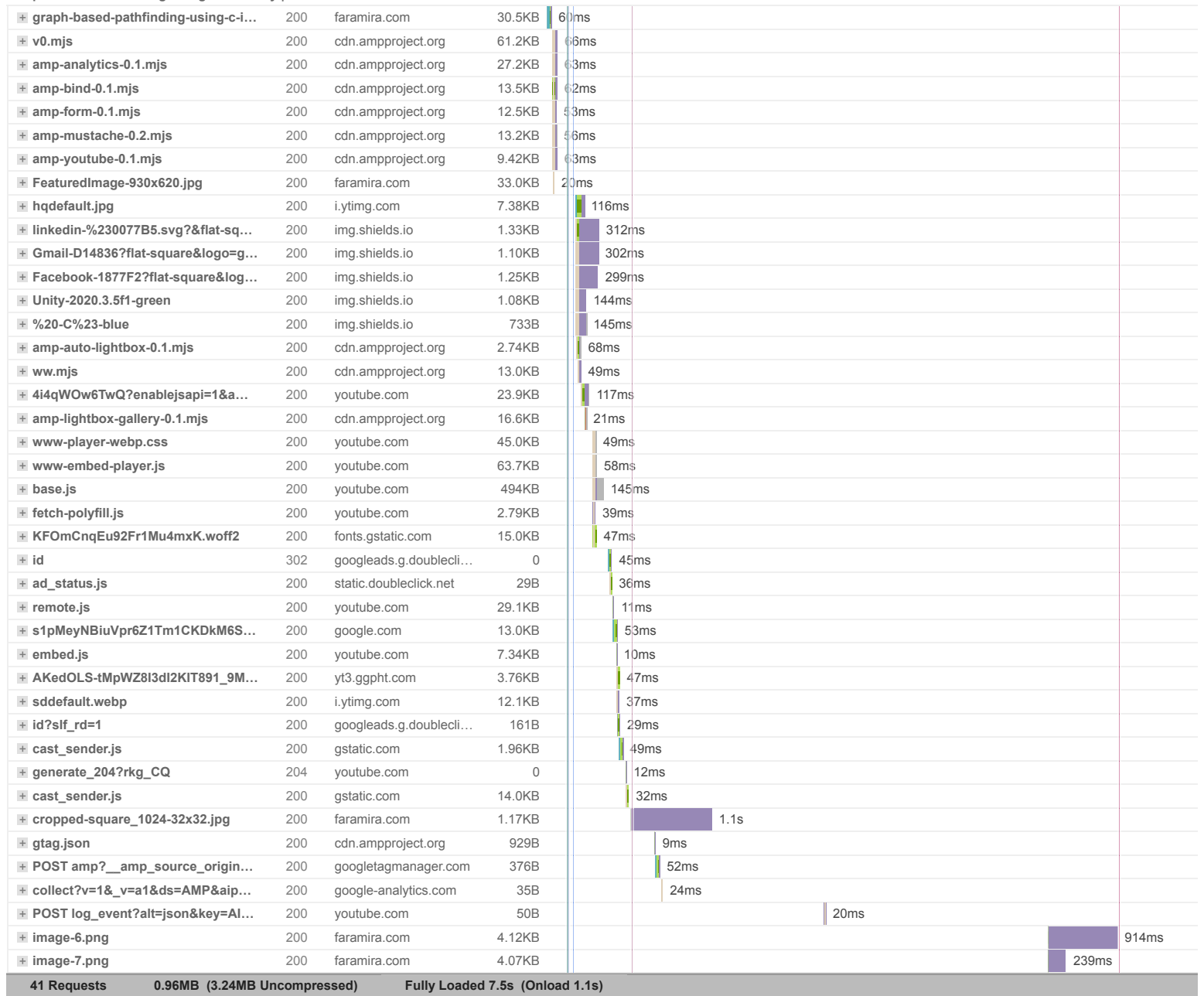
CARBON60
THE MANAGED CLOUD COMPANY

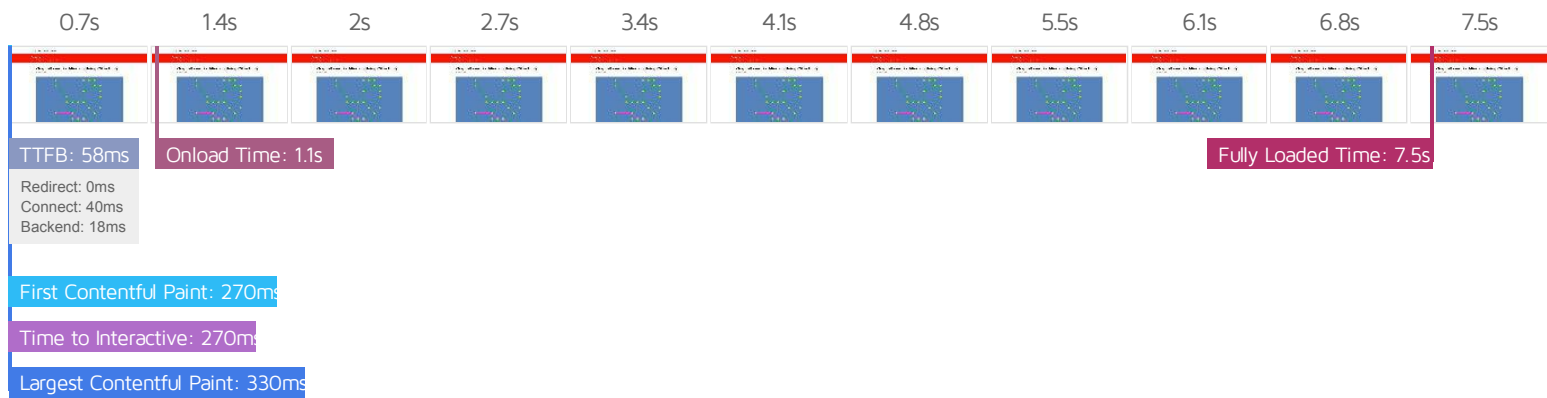
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<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.

Graph-Based Pathfinding Using C# in Unity | Faramira





Performance Metrics

<p>First Contentful Paint</p> <p>How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.</p>	<p>Good - Nothing to do here</p> <p>270ms</p>	<p>Time to Interactive</p> <p>How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.</p>	<p>Good - Nothing to do here</p> <p>270ms</p>
<p>Speed Index</p> <p>How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.</p>	<p>Good - Nothing to do here</p> <p>323ms</p>	<p>Total Blocking Time</p> <p>How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.</p>	<p>Good - Nothing to do here</p> <p>0ms</p>
<p>Largest Contentful Paint</p> <p>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.</p>	<p>Good - Nothing to do here</p> <p>330ms</p>	<p>Cumulative Layout Shift</p> <p>How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.</p>	<p>Good - Nothing to do here</p> <p>0</p>

Browser Timings

Redirect	0ms	Connect	40ms	Backend	18ms
TTFB	58ms	DOM Int.	253ms	DOM Loaded	253ms
First Paint	270ms	Onload	1.1s	Fully Loaded	7.5s

IMPACT	AUDIT	
Med	Avoid an excessive DOM size	1,635 elements
Med-Low	Lazy load third-party resources with facades	1 facade alternative available
Low	Use a Content Delivery Network (CDN)	1 resource found
Low	Serve static assets with an efficient cache policy	Potential savings of 28.8KB
Low	Serve images in next-gen formats	Potential savings of 13.3KB
Low	Avoid enormous network payloads	Total size was 0.96MB
Low	Properly size images	Potential savings of 4.12KB
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	184ms spent executing JavaScript
Low	Reduce initial server response time	Root document took 18ms
Low	Remove duplicate modules in JavaScript bundles	Potential savings of 16.0KB
Low	Avoid chaining critical requests	1 chain found
Low	Reduce unused JavaScript	Potential savings of 30.3KB
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 576ms
N/A	User Timing marks and measures	8 user timings
N/A	Reduce the impact of third-party code	Total size was 909KB