

General Ideas:

Scoreboard on the main page of the website?

Coach based/player based model using +/- (how to make the most impact using plus/minus)

Prediction Model First Iteration - Team Performance Prediction:

- Team-Specific Attributes
 - Offensive and Defensive Ratings: Measures of a team's efficiency in scoring points and preventing opponents from scoring, respectively.
 - Team Pace: The average number of possessions per 48 minutes; teams with a higher pace might have more scoring opportunities.
 - Win-Loss Record: The team's current season record and historical performance can indicate overall strength.
 - Recent Form: Performance in recent games, showing current momentum or slumps.
 - Head-to-Head Record: Historical performance against the specific opponent, which can reveal matchup advantages or disadvantages.
 - Rebounds, Assists, Turnovers: Team averages in these areas can indicate their control over the game and ball movement efficiency.
- Player Availability and Matchups
 - Injuries/Suspensions: Availability of key players, as missing significant contributors can greatly impact team performance.
 - Player Matchups: How individual player matchups might tilt the game's outcome, considering both offensive and defensive aspects.
- Game-Specific Attributes
 - Home vs. Away: Teams often perform better at home due to familiarity and crowd support.
 - Rest Days: The number of days off before the game can affect player freshness and injury recovery.
 - Back-to-Back Games: Playing without rest days can lead to fatigue, potentially affecting performance.
 - Game Importance: High-stakes games (e.g., playoffs, rivalry matchups) may see teams performing at their peak or cracking under pressure.
- External Factors
 - Travel Schedule: Long travel or crossing time zones can impact team readiness and performance.
 - Refereeing Crew: Different referees can have different styles, which might subtly influence the game's flow.

Coach Guidance Model

First Aim

- Best starting member (combination)
- When to change/substitute player or players