

## **v2.0.0 Requirements**

1. Move `MemoryCache` into a sub-package called `memory`.
2. Move `LogDecorator`, `ModifiedDecorator`, `ThreadSafeDecorator`, and `TimeDecorator` into a sub-package called `decorator`.
3. Move `DefaultLockers`, `DefaultWriter`, `DefaultHasBeenModified`, `DefaultTimeSource`, `DefaultModifiedCache`, and `DefaultTimeCache` into a sub-package called `default`.
4. Rename `Fallback` to `Getter` and make an interface, provide a `GetterFunc` wrapper, and make `Get` into a struct that implements `Getter` called `FallbackGetter`.

## **v1.0.0 Requirements**

1. Provide an in-memory cache which is thread-safe, logs, and clears itself when a key is fetched a provided duration after the last clear
2. Provide an in-memory cache which is thread-safe, logs, and deletes entries which have been modified since having been added