NEW GAMEPLAN FOR NBA ATS MODEL

PHASE 1 — Repo Structure

• Ensure src/, data/raw/, data/processed/, models/, notebooks/ exist
• Key scripts: build_dataset.py, features.py, train.py, evaluate.py, predict.py

PHASE 2 — Build Clean ATS Dataset

• Load odds & scores
• Compute spread, final margin, covered
• Output: data/processed/ats_games.csv

PHASE 3 — Feature Engineering

• Season win% (pre■game)
• Last■3 win%
• Rest days
• 5■game rolling box score stats
• Deltas (home − away)
• Output: data/processed/ats_features.csv

PHASE 4 — Train/Val/Test Split

• Balanced by season + day of week
• Train logistic regression baseline + full model
• Save models → models/*.pkl

PHASE 5 — Evaluation

• Accuracy, AUC, Log Loss
• Calibration
• Confidence■based betting performance

PHASE 6 — Prediction Pipeline

• predict.py: probability home covers based on new game input

PHASE 7 — Notebooks

• 01_explore_data.ipynb (distributions, quality checks)
• 02_feature_checks.ipynb (feature validation)

PHASE 8 — GitHub Workflow

• git add .
• git commit -m "message"
• git push

PHASE 9 — Enhancements

• Add ELO
• Add injury data
• Add LightGBM/XGBoost
• Add backtesting (ROI on confidence > 0.58)

Immediate Steps

1. Run build_dataset.py
2. Run features.py
3. Run train.py
4. Run evaluate.py