Version Update Log – v1.0 to v2.0

VERSION UPDATE LOG – INITIAL PLAN → v2.0

This log documents all architectural, modeling, and data-structure changes made between the original v1.0 proposal and the major upgrade to v2.0.

MAJOR CHANGES (v2.0):

• Defensive player modeling added (CB/S/LB metrics).

• Defender deltas and defender response curves added.

• Coverage assignment estimation introduced.

• Offensive + Defensive archetype integration.

• New feature engineering block for defender metrics.

• Updated baseline predictor to include defender influence term.

• ML training updated with defender-aware submodel.

• Added full 2nd-stage ensemble meta-learning.

• Updated fantasy & game output logic.

• Created new subsystems: Defender Data Architecture & Ensemble Training.

FEATURE EXPANSIONS (v1.2.x):

• Offensive archetypes expanded.

• Defensive archetypes added.

• Effective defender metric added.

• Coverage-aware projection logic added.

• Archetype matchup matrix (Offense vs Defense) added.

OPTIMIZATIONS (v1.1.x):

• Improved feature normalization guidance.

• Better prevention of future-information leakage.

• Schema standardization.

FINAL VERSION ASSIGNMENTS:

• Phase 1 remains v1.0.

• Phase 2 → v2.0.

• Phase 3 → v2.0.

• Phase 4 → v2.0.

• Phase 5 → v2.0.

• Archetype Modeling → v2.0.