

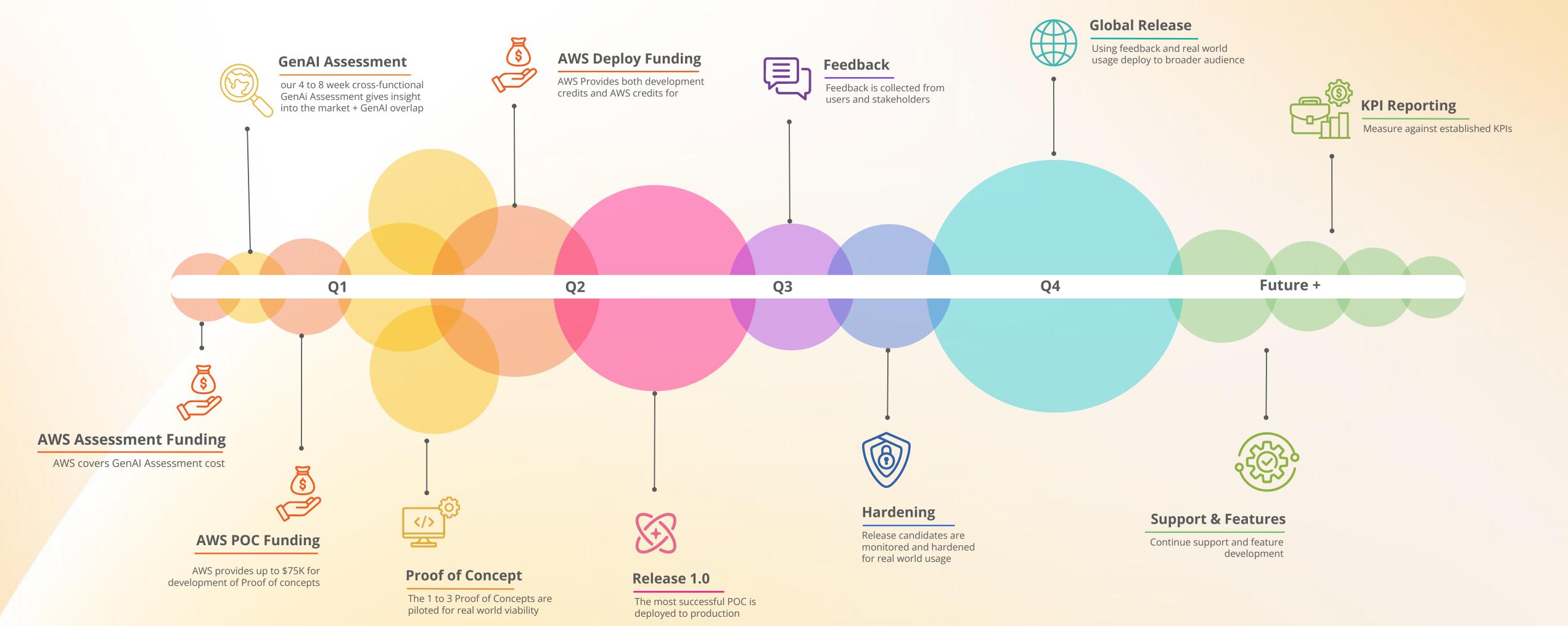


# Enterprise GenAl RoadMap

## GenAl Roadmap



A roadmap is an articulation of business strategy



### GenAl Assessment

Phase 1: The first step in the GenAl Roadmap





#### **GenAl Assessment**

Our 4 to 8 week cross-functional GenAl Assessment gives insight into the market + GenAl overlap



#### **AWS Assessment Funding**

AWS covers GenAl Assessment cost, making this step low to no cost.



### & RECOMMENDATIONS

System Integration Approach Resource Shaping for POC

#### **ETHICAL AI**

Considerations for Ethical Usage

#### PROOF OF CONCEPT

Test Product Ideas Iteration Production Ready



# Proof of Concepts

Phase 2: Taking ideas and making them reality





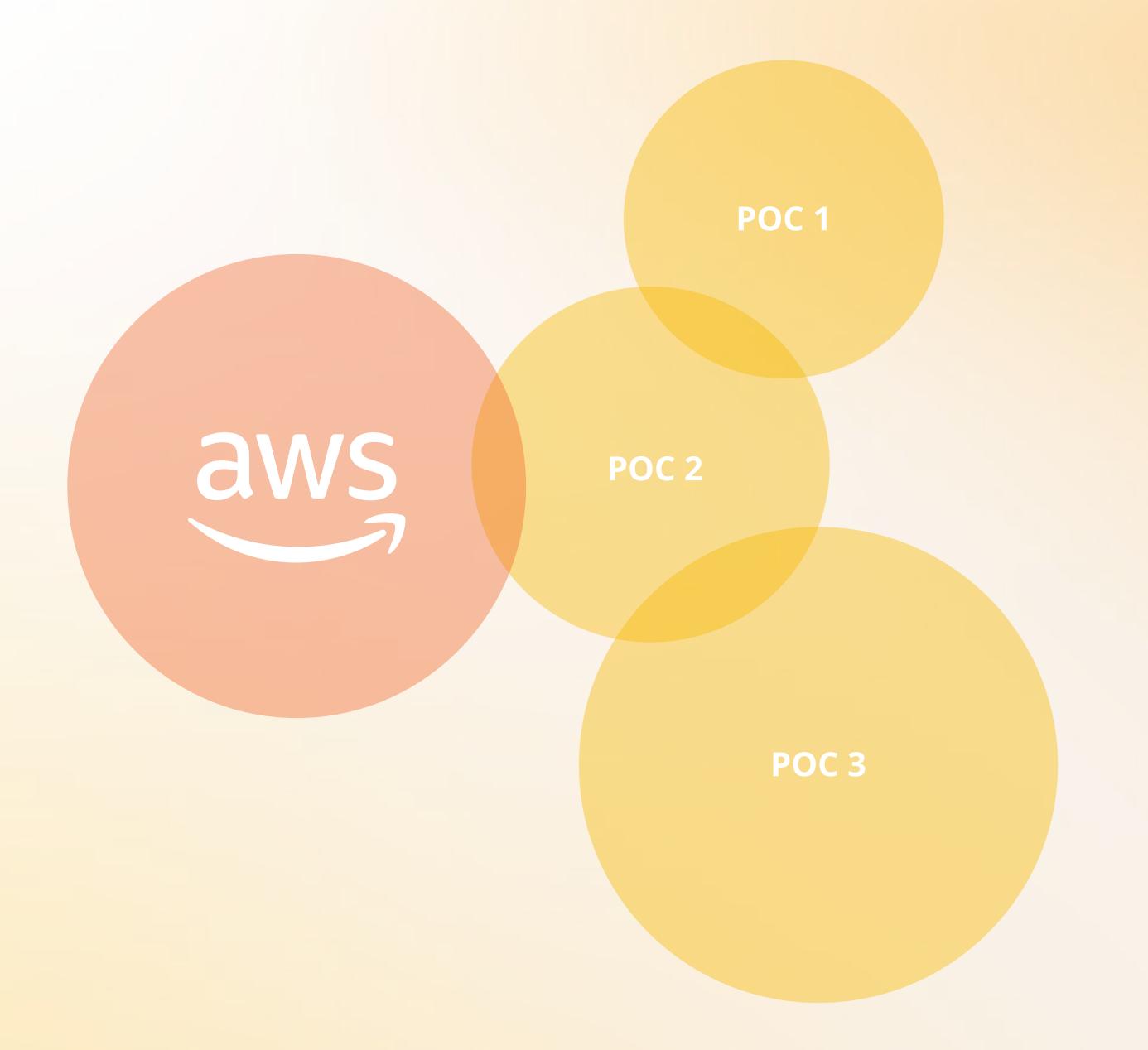
#### **Proof of Concept**

The 1 to 3 Proof of Concepts are piloted for real world viability, with an eye for million dollar or more ROI.



#### **AWS POC Funding**

AWS Provides both development credits and AWS credits for Proof of Concepts built using AWS infrastructure.



# Deploy to Production

Phase 3: Scaling Up





#### **Deploy to Production**

The 1 to 3 Proof of Concepts are piloted for real world viability, with an eye for million dollar or more ROI.



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# The Project Team

## GenAl Project Team





### Customer **Product Manager**

Defines business value, scope, and project success. Available, knowledgeable, and accountable.



### Customer Technical Stakeholder

Single point of contact for technical needs and accountable for technical decisions.



### Customer **Executive Team**

Approves project roadmap, prioritizes projects, approves budget. Executive Sponsor is identified for each project.



### Metal Toad Product Owner

**Communicates business value and scope.** Available, knowledgeable, and accountable.



### Metal Toad Project Manager

Responsible for budget and timeline.

Day to day project planning, meeting requests, etc.



### **Implementation Team**

Team resources focused on development, design and delivery comprising multiple roles that may include scrum master, architecture, user experience design, technical engineering, mobile engineering and quality assurance.

## Project Team: Customer





### Customer Product Manager

An individual with a role on the Scrum team with day-to-day decision making authority about project features, priorities, trade-offs, and release planning.



### Customer Technical Stakeholder

An individual who serves as the single responsible point of contact for answering technical questions and removing technical blockers.



### Customer **Executive Team**

**The "steering committee"** responsible for prioritizing projects, reviewing the roadmap, and approving budgets

#### **Responsibilities:**

- → Be available, knowledgeable, and accountable for all questions and decisions related to business value
- → Approve functionality as "done"
- → Participate in weekly meetings
- → Is primary stakeholder in Project Discovery, and approves scope and user stories that are produced as part of Discovery
- → Responsible for updating stakeholders & surfacing risks

#### Responsibilities:

- → Be the key contact for technical blockers
- → Work with internal Customer technical team to remove blockers

#### **Responsibilities:**

- → Prioritize projects against each other
- → Approve the project roadmap
- → Set and approve project budgets and invoices



# Support & Features

## Support Categories



Once a project is completed it falls into one of four categories:

**OPTION 1** 



### Unsupported

Without support, software deteriorates. It lags behind OS updates; accrues security flaws, bugs, or ML drift arise unchecked. Lack of support risks digital investments.

Cost: accrued technical debt (we don't know what the interest rate is here..)

**OPTION 2** 



### Baseline

Minimal support to prevent software failure over time. It includes security patches and minor OS updates but excludes feature tweaks or new additions. It's a "keep the lights on" approach to ensure stability and basic functionality

Cost: 10% to 20% of development

**OPTION 3** 



### **Internal App**

Suits products with small user bases and low external exposure, covering bug fixes, minor features, and OS updates. It combines Baseline with additional development, tailored to code complexity, backlog, and client needs for iteration.

Cost: 30 to 50% of development

**OPTION 4** 



### **Consumer App**

For software in fast-changing ecosystems with many users, requiring quick bug fixes and frequent new features.

Recurring hours are based on code complexity, refactoring needs, backlog, and client goals, as advised by the original team and product owner.

Cost: 60% to 100% of development





# Thank you.

Questions? Contact us anytime: hello@metaltoad.com