Dude... That's the most awesome idea ever. Why hasn't someone done this yet?

Okay, okay, here's exactly what's going through my mind now. At the start of the map, you have all Soldiers running around, right? And your Construction Yard somewhere around there. Maybe a Barracks/Hand of Nod, maybe not. In any case, a few seconds later, you hear "Building..." from GDI EVA/Nod EVA(depending on which side you're on) and you see the Power Plant, which was previously invisible, being constructed.(That is, you make some sort of "false building" and have it energize like it's being repaired or something. Sort of like WarCraft.) Then a little later, the Tiberium Refinery(complete with Tiberium Harvester on a pathway), Barracks/Hand of Nod(if it wasn't already placed), Weapons Factory/Airstrip, maybe some Silos later or a Repair Bay or something. Oh, and base defenses somewhere in the midst of this.

In short, this map would concieveably be something like a really, really stupid AI playing the Commander on the non-existant Command & Conquer Mode.(Or at least how I figure C&C Mode would work... A little like Natural Selection, to say the least.)

If it's workable, I can imagine it would be one Hell of a coding nightmare. And if not...oh well.