here's my concept: Toggle Spoiler

White = impassible terrain, basically rocks, hills and/or water
Blue = water
Yellow = Minor base defence (you could also do AGT/OB)
Orange = bridge or Islands-style water passthrough
Purple = Bushes, trees, foilage etc
Pink = Neutral, indestructible Repair Pads
Green = Tiberium stuff
Red = Buildings that I suggest removing
Black = Parts in the defensive wall that you should be able to pass through

The map is really big, has too many buildings and the terrain & texture work is really poor.
Considering you want to have a barren wasteland kind of feel you should take a look at
RA_Pipeline from APB Gamma, the map has some simplistic, but nice looking textures and the
hilly terrain is excellent.

If you want to go with minor base defences, you should increase their health by 100-200% and
double their strength, considering the stock defenses are laughably weak. The neutral Mutant Lab
is rather useless and the gameplay would be enhanced by removing it and adding two neutral
Repair Pads that repair around 20HP per second.

You should consider dropping the Power Plant if you're going to add lots of buildings. You should
do harvesters driving to their base's closest Tiberium field, to give tanks in the field something to
shoot at. You could also replace the Tiberium Refinery with an easy-to-destroy Tiberium Silo
somewhere in the front of the base, if you do that you should add an automatic credit tick of 1
credits/per second that isn't controlled by any buildings getting destroyed. So players will have 1
automatic plus 1 Silo credit tick per second.

You need to reconsider removing the gigantic Construction Yard on the map, especially a naval
version doesn't need this. For the naval version you need to bring the ship yards for both teams
closer to their base. Consider RA_ShallowGrave, even with the Allies naval yard close to their
base, the Allies always had issues defending the structure because it's at the edge of the base
and had a longer walk distance than the other buildings. Maybe it's a good idea to make the
building indestructible?

For the flying version of the map you might want to re-do the health and cost of the helis. I
recommend making the Orca and Apache cost 1200 and reducing the damage they do by around
33%. You should also lower their HP to 250 and changing their skin type so it doesn't take so
much damage from jets and sniper rifles. Considering you have neutral Repair Pads in the middle,
PICs/LCGs/Raveshaws can be combined with tanks and hold of helis decently.

What are you plans for the purchasable units on the map? I got some ideas like doubling the
ammo count on most units and making jets do around 150 damage, but I'd love to hear your plans

first.

Anyway, if you want to work off my suggestions, you should do it in the following order:

1. Add the water to the areas outlined.
2. Remove the buildings I marked with red from a team's base.
3. Add the impassible areas outlined with white for that team (probably by adding hills).
4. Post some screenshots of the work in progress impassable area, and show of your new building layout for the base you are working on.
5. Add the extra scenery (bushes and stuff) marked with purple at the beginning of the impassable area inside the base.
6. Repeat 2-5 for the other team.
7. Remove the Mutant Lab and add the neutral Repair Pads in the middle.
8. Add the rivers in the middle.
9. Post some screenshots of what you have and ask for feedback.
10. Add the bridges or w.e. that I marked with orange.
11. Start working on hilly terrain for the middle.
12. Post WIP shots, remember that the middle of the field is the most important part of the map, with the base layout being second.
13. Finish the impassable areas in the corners of the field, be sure to add extra bushes.
14. Release a beta so people can judge how well the map plays out. At this stage it mostly means taking a look at the terrain in the middle and the layout of both bases.
15. Release another beta based on feedback you've gathered, add all the preset changes (which includes the extra units) you've planned.
16. Release a playtesting beta.