In my map I plan on creating for the mod, it will be 2 dueling aircraft carriers, and falling into the ocean will result in contact with a death plane. As for money I am thinking respawning money crates, and the only 2 structures will be the barracks and weapons factory, or the control tower and aircraft carrier itself. The main problem here would be getting the aircraft to spawn somewhere and come up (something like an elevator or something but that would cause issues [darn elevator bugs]). Tommorow I'll start work on it, tonight I will dream up fantastical (Is that even a word?) things to add to the level.