It doesn't really matter if you apply textures or not while you're modeling. What does matter is getting the shape of the objects correct. As others have noted, your design is pretty rough. You'll want to put some work into it and give it some resolution to get that cliffy feel. You'll want to play with the edges and pull it out. Use some references to help you get the shapes down. You can always make low-frequency detail (larger shapes in the rockface) as the primary feature of your terrain and allow a tiling texture to fill in the details. Afterward, you can polish it with a texture blend which, for your scene, would likely be grass or a moss of some kind.

 http://www.environmentalgraffiti.com/featured/incredible-cliff-faces/10012?image =2

There's some ideas for cliff faces taken directly from nature. You might wish to play around with that and see if anything fits the aesthetic you're going for.

You'll also want to use the UVW Mapping modifier to tile your textures in such a way that the grass repeats; you'll prevent it from being a very blurry mess when you're on the ground. When you feel more confident with the tools, I would recommend moving past the simple "box canyon" look and attempt to make it look more natural; some sort of terrain features could be added (such as roads, bridges, forests, etc) to remove the huge cliff faces that you've placed in favor of a more natural looking design which would tell players that they're unable to leave. It's better to have a road leading into the distance that's been blocked with signs or some other obstacles, backed up with an invisible barrier, than it is to have the Renegade "box canyon" where there is no way in and no way out of the terrain.