I'm doing this because I want to, shouldn't that be enough?

I also don't see why the game's purpose is so unclear. I want to recreate C&C on the unreal engine, and I (obviously) want it to be closer to the original than Renegade X. Originally it was a mod for Renegade and I decided to make it a standalone game instead, how is that complicated?

I left the W3D Engine for the Unreal Engine because there are more people who work with the Unreal Engine.

I'm focusing on the game's models first because...

a.) It allows people to create 3D assets that they can use later on in their careers.
b.) I need 3D models.

I know that programming will be another hurdle to cross, but I'll worry about it when I get there.

I don't have a set time for this, and I'm not paying anyone to do it, so as far as I'm concerned this can go on for as I long as I feel like continuing it.