Both Siege and CTM were abandoned due to public interest. Most of the people were screaming for AOW and CTF modifications and additions, and that forced the early prototypes onto the back burner. I wouldn't call Siege glitchy or unbalanced; it was merely a working experiment that, for the most part, did what was promised of it.

Had more people wanted to see it be worked on over building the SSCTF package, it would have probably evolved more into a "build your base and lay siege to the opponent's base" in a sense that both teams would have a static "target" entity (perhaps come sort of comm sat or other important-looking object) that, when destroyed, would cause you to lose. However, the difference would be that instead of being able to just buy any infantry/vehicle or have a steady income of credits, you would instead have to hunt down plugin objects that are placed throughout the map and install them in your base. These plugins would fail overtime and would need to be replaced. For example, installing a wrench plugin would enable the purchase of engineers/repair guns and/or auto repair on vehicles, or something along those lines. Installing a tiberium crystal would allow for a steady flow of credits. The more crystals installed, the more cash you get every second. Plugins to allow you to purchase certain vehicles or classes of vehicles, certainty infantry rolls and weapons, and special abilities to aid in either laying siege or defeating a siege placed on your own base, etc. What would result from that is proper siege warfare - not just blocking the team in to the vicinity around their base, but also blocking them off from vital resources needed to keep their base operating efficiently. Those plugins won't last forever and will break, and if you can't get out to the field, get a new one, and get it back to your base intact and installed, you're going to steadily lose abilities until you eventually have nothing more than an auto assault rifle. By default, the other team would surely win, which they should, for in this case, they have properly laid siege onto the enemy.

The only problem I can foresee in such a gameplay scenario would be space constraints, especially if you do such a thing server-side and are forced to use the stock maps. You would really have to be careful where you place those plugin spawners - not too close to each other, but still in key locations that could be besieged by a team on their own.

Oh, and I have no idea where you could find the source for the previously mentioned projects. I do not have those files any longer.