Come up with an adversarial element that is more than just score

The players can interact with each other by shooting blocks that impact how the player is going to be playing his next turn. Such as:  
 - a block that increases the next player’s cannon turn speed

- a block that disables next player’s turn

Time limit gamemode

- each player starts with 10 seconds if the timer reaches 0 they lose

- players gain time by destroying certain blocks

- certain blocks can affect the player’s turn time by halving it

Come up with ways to positively reinforce the player while playing

* Positive feedback loop
  + Destroy good blocks. Earn time which gets you closer to victory
  + Destroy block that makes the next player’s turn harder
* Negative feedback loop
  + Destroy the wrong block, lose time