```java
package versions;

import java.util.List;

import cardManagement.Card;
import cardManagement.Deck;
import cardManagement.Player;

public class Version1 {
    public int seed = 10;
    public int rounds = 50;
    public int deckSize = 52;

    public void initializeGame() {
        Player ply1 = new Player();
        Player ply2 = new Player();
        ply1.setPlayerNumber(1);
        ply2.setPlayerNumber(2);
        Deck deck = new Deck();

        deck.shuffleDeck(seed);

        int cardsToRemove = 52 - deckSize;

        if(cardsToRemove > 0) {
            deck.setSize(cardsToRemove);
        }

        int splitdeck = deck.deckSize() / 2;

        for(int i = 0; i <= splitdeck-1; i++) {
            ply1.addCardtoHand(deck.dealCard());
        }
        for(int i = 0; i <= splitdeck-1; i++) {
            ply2.addCardtoHand(deck.dealCard());
        }
        startGame(ply1, ply2);
    }


    public void startGame(Player ply1, Player ply2) {
        int currRound = 0;
        loop: while(ply1.handSize() != 0 && ply2.handSize() != 0) {
            if(currRound > rounds) {
                System.out.println("Game Over: Round Limit Reached");
                System.out.println("Player 1 has a score of " + ply1.handSize());
                System.out.println("Player 2 has a score of " + ply2.handSize());
                break loop;
            }
            Card ply1Card, ply2Card;
            ply1Card = ply1.playFromHand();
            ply2Card = ply2.playFromHand();
            System.out.println("Player 1 plays " + ply1Card.toString());
            System.out.println("Player 2 plays " + ply2Card.toString());

            if(ply1Card.getValue() > ply2Card.getValue()) {
                ply1.addCardtoHand(ply2Card);
                ply1.addCardtoHand(ply1Card);
                System.out.println("Player 1 wins the round.");
            } else if (ply1Card.getValue() < ply2Card.getValue()) {
                ply2.addCardtoHand(ply2Card);
                ply2.addCardtoHand(ply1Card);
                System.out.println("Player 2 wins the round.");
            } else if (ply1Card.getValue() == ply2Card.getValue()) {
                War war = new War();
                String outcome = war.beginWar2Players(ply1, ply2, 1);
                switch(outcome) {
                    case "ply1win":
                        ply1.addCardtoHand(ply1Card);
                        ply1.addCardtoHand(ply2Card);
                        System.out.println("Player 1 wins the round.");
                        break;
                    case "ply2win":
                        ply2.addCardtoHand(ply1Card);
                        ply2.addCardtoHand(ply2Card);
                        System.out.println("Player 2 wins the round.");
                        break;
                    case "GameOver":
                        break loop;
                    case "GameOver1":
                        System.out.println("Player 1 does not have enough cards for WAR.");
                        break loop;
                    case "GameOver2":
                        System.out.println("Player 2 does not have enough cards for WAR.");
                        break loop;
                }
            }
            currRound = currRound + 1;
        }

```

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 91          if(ply1.handSize() > ply2.handSize()) {
 92              System.out.println("Player 1 wins the game.");
 93              return;
 94          } else {
 95              System.out.println("Player 2 wins the game.");
 96              return;
 97          }
 98      }
 99
100      public void setSeed(int input) {
101          seed = input;
102      }
103      public void setDeckSize(int input) {
104          deckSize = input;
105      }
106      public void setNumRounds(int input) {
107          rounds = input;
108      }
109  }
```