```java
package week6project;
public class App {
    public static void main(String[] args) {
        // Instantiate a Deck and two Players
        Deck deck = new Deck();
        Player player1 = new Player("Player 1");
        Player player2 = new Player("Player 2");

        // Shuffle the deck
        deck.shuffle();

        // Deal cards to the players
        for (int i = 0; i < 52; i++) {
            if (i % 2 == 0) {
                player1.draw(deck);
            } else {
                player2.draw(deck);
            }
        }

        // Flip cards and compare their values
        for (int i = 0; i < 26; i++) {
            Card card1 = player1.flip();
            Card card2 = player2.flip();

            if (card1.getValue() > card2.getValue()) {
                player1.incrementScore();
            } else if (card2.getValue() > card1.getValue()) {
                player2.incrementScore();
            }
        }

        // Compare final scores
        int score1 = player1.getScore();
        int score2 = player2.getScore();

        // Print final scores and determine the winner
        System.out.println("Player 1 score: " + score1);
        System.out.println("Player 2 score: " + score2);

        if (score1 > score2) {
            System.out.println("Player 1 wins!");
        } else if (score2 > score1) {
            System.out.println("Player 2 wins!");
        } else {
            System.out.println("It's a draw!");
        }
    }
}
```