```java
private Boolean playRound() {
    int player1Action;
    int player2Action;

    player1Action = player1.getNextAction();
    if(this.cpu != null){
        player2.setNextAction(cpu.getAction(historyPlayer1, historyPlayer2));
    }
    player2Action = player2.getNextAction();

    historyPlayer1.add(player1Action);
    historyPlayer2.add(player2Action);

    switch (player1Action) {
        case Actions.SHARPEN:
            switch (player2Action) {
                case Actions.SHARPEN:
                    this.player1.sharpenStick();
                    this.getPlayer2().sharpenStick();
                    break;
                case Actions.POKE:
                    this.sharpenPoke(player1, player2);
                    break;
                case Actions.BLOCK:
                    this.sharpenBlock(player1, player2);
                    break;
            }
            break;
        case Actions.POKE:
            switch (player2Action) {
                case Actions.SHARPEN:
                    this.sharpenPoke(player2, player1);
                    break;
                case Actions.POKE:
                    this.player1.abradeStick();
                    this.player2.abradeStick();
                    if ((player1.stickIsSword() && !player2.stickIsSword())) {
                        player2.kill();
                    }
                    if ((player2.stickIsSword() && !player1.stickIsSword())) {
                        player1.kill();
                    }
                    break;
                case Actions.BLOCK:
                    this.pokeBlock(player1, player2);
                    break;
            }
            break;
        case Actions.BLOCK:
            switch (player2Action) {
                case Actions.SHARPEN:
                    this.sharpenBlock(player2, player1);
                    break;
```

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      case Actions.POKE:
        this.pokeBlock(player2, player1);
        break;

      case Actions.BLOCK:
        break;
    }
    break;
  }

  return player1.isDead() || player2.isDead();
}
```