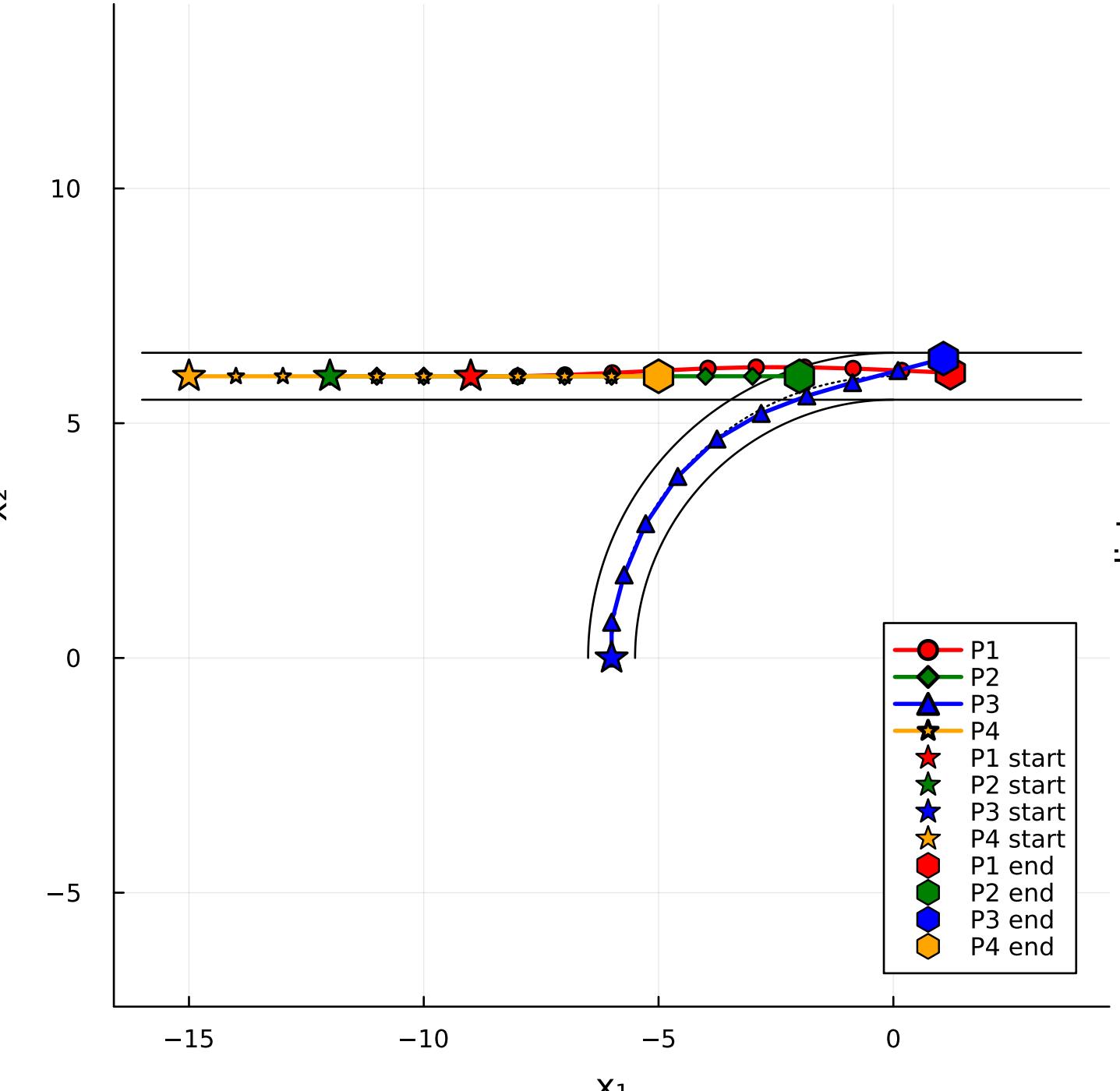


Player Trajectories ($T=10$, $\Delta t=0.5$)



Pairwise player distances

