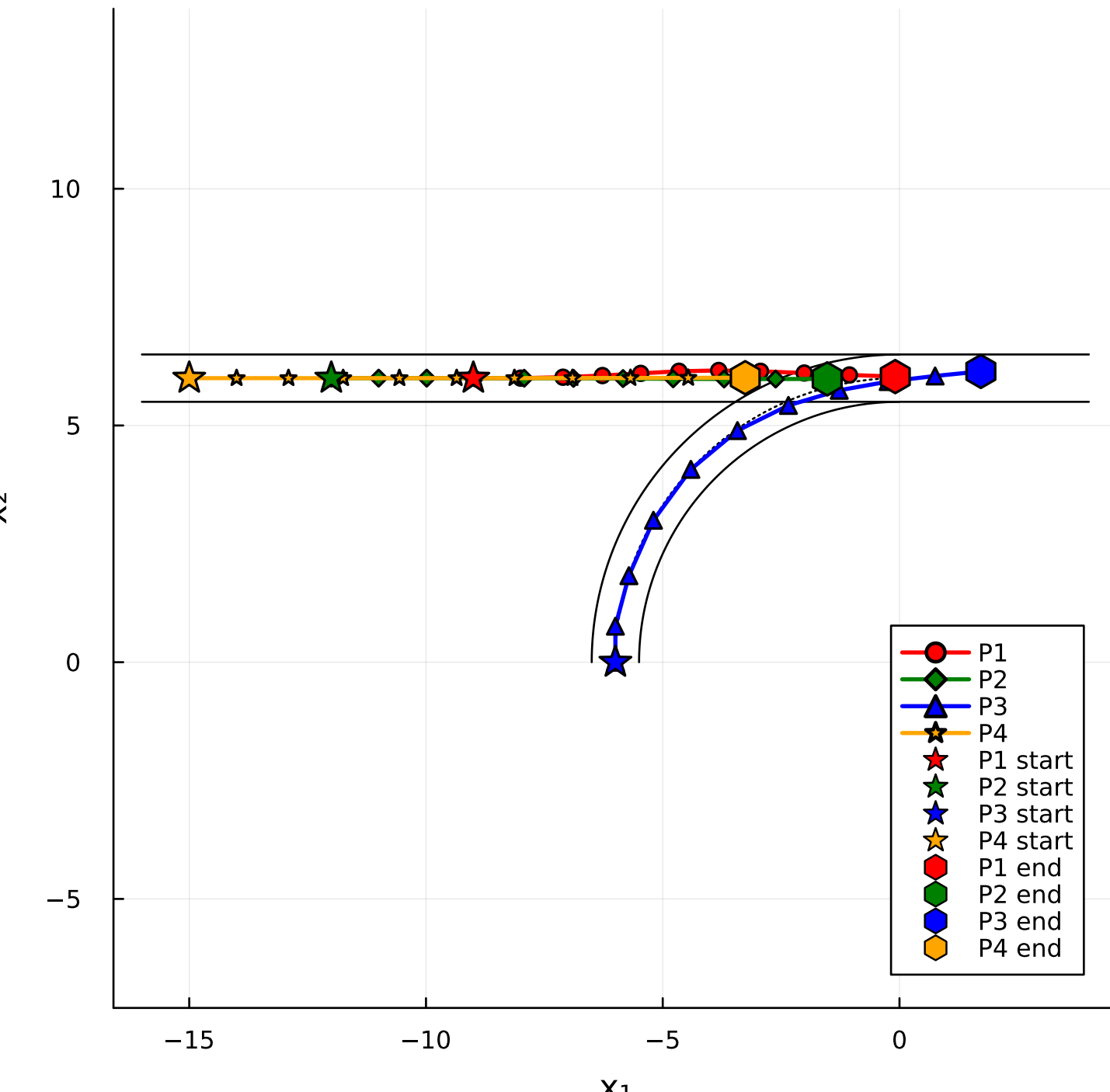


Player Trajectories (T=10, $\Delta t=0.5$)

Pairwise player distances

