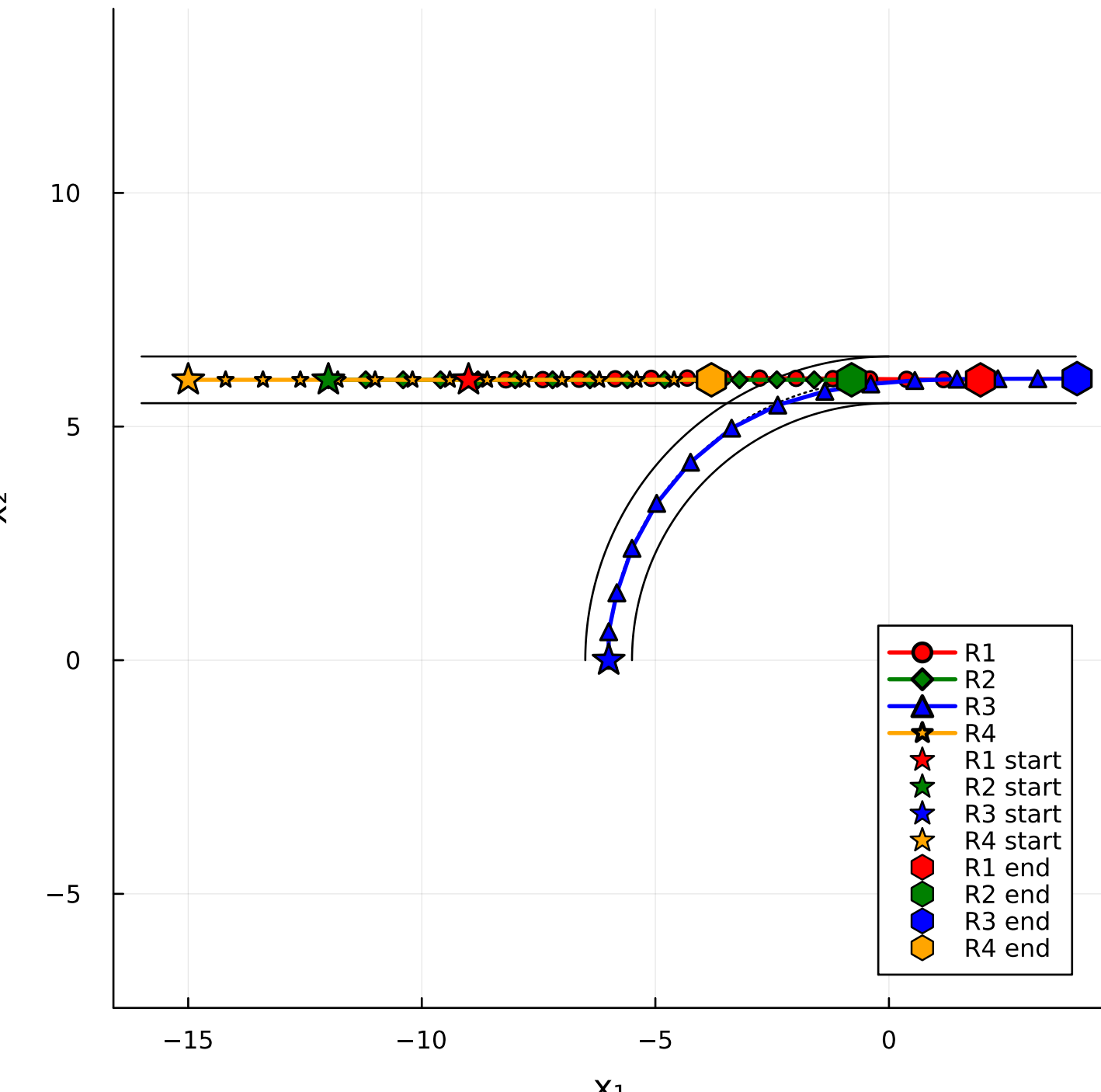


# Player Trajectories (T=14, $\Delta t=0.4$ )



# Pairwise player distances

