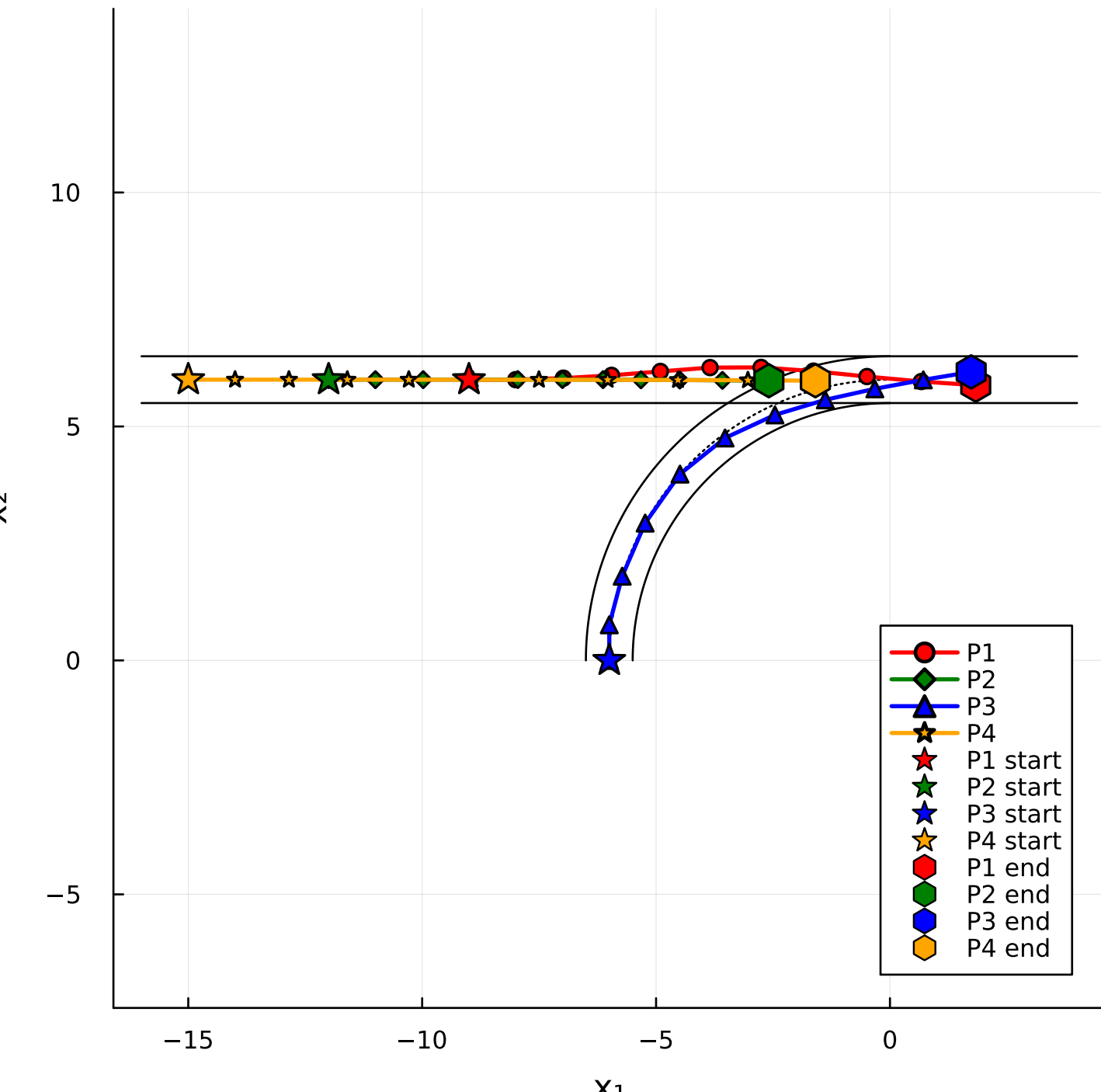


Player Trajectories (T=10, Δt=0.5)



Pairwise player distances

