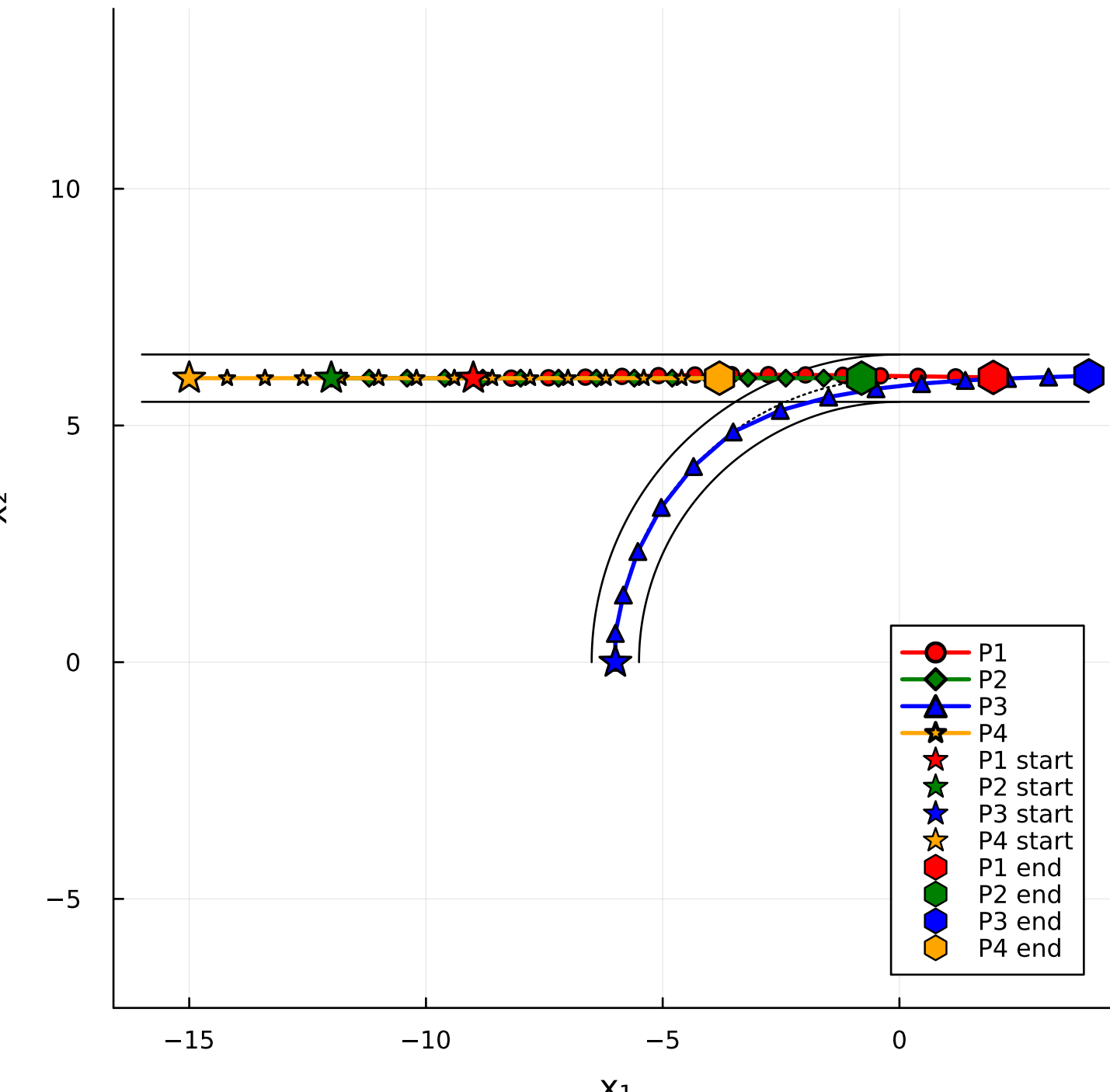


Player Trajectories (T=14,  $\Delta t=0.4$ )

Pairwise player distances

