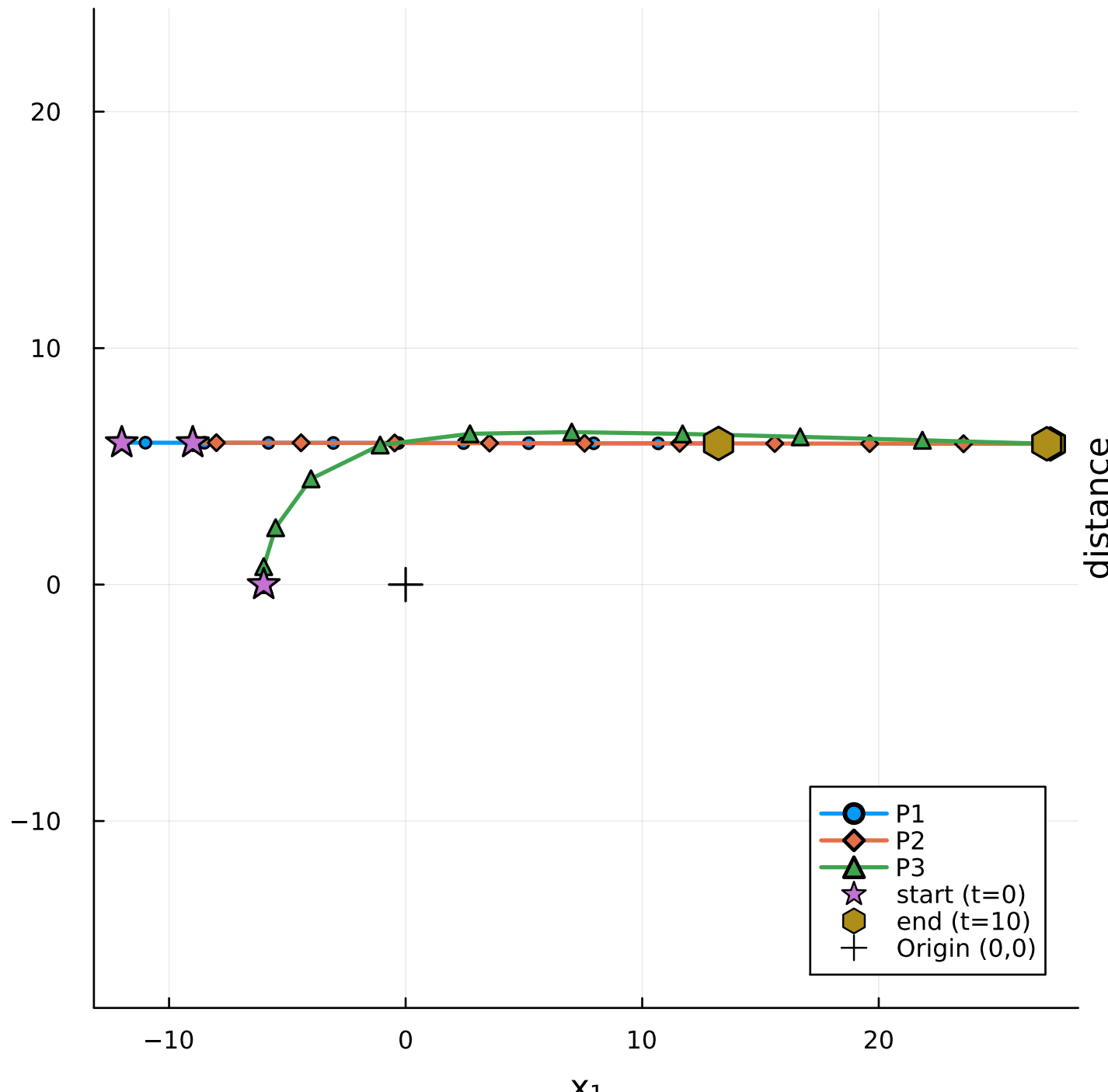


Player Trajectories (T=10, $\Delta t=0.5$)



Pairwise player distances

