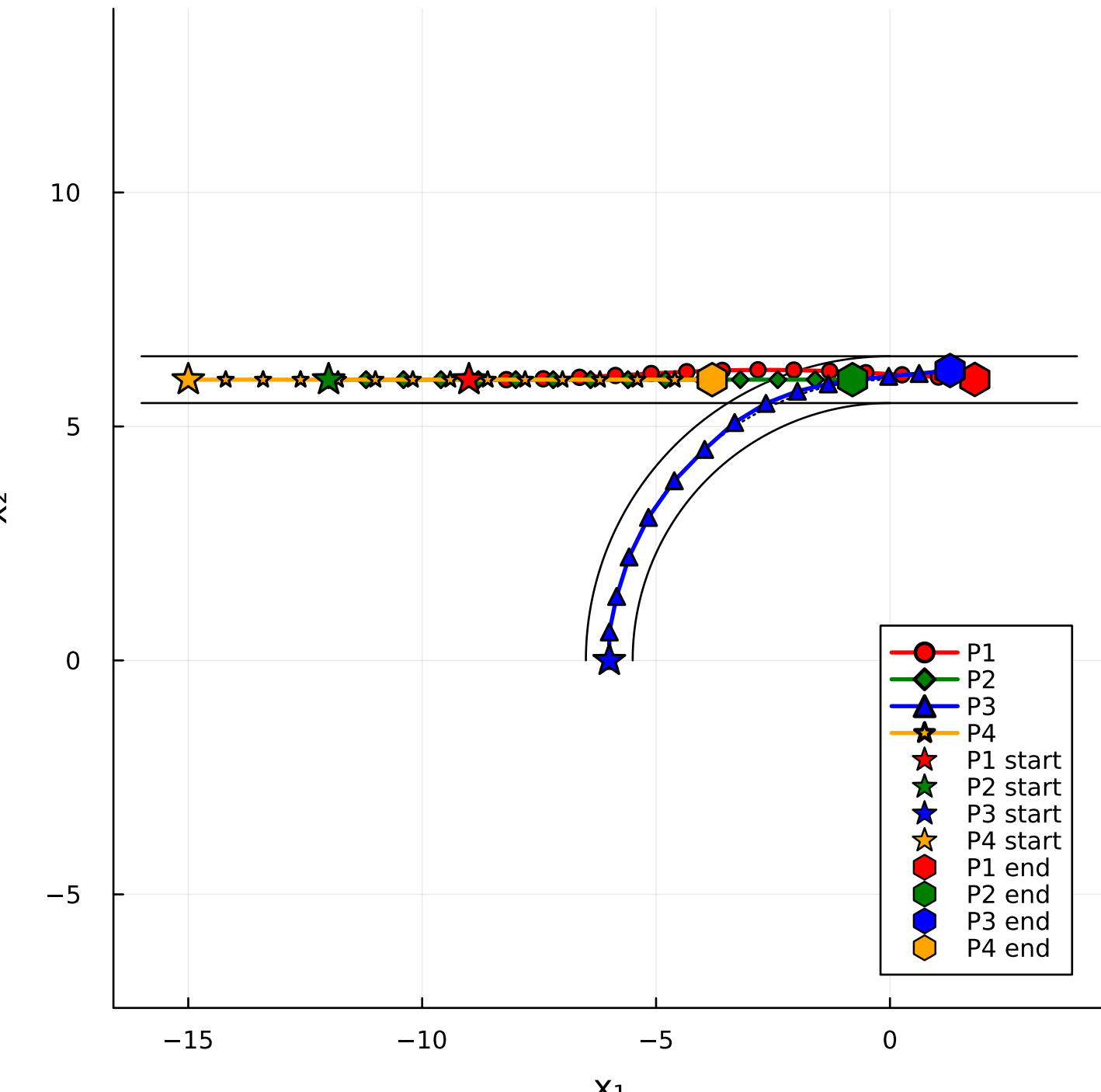


Player Trajectories (T=14, Δt=0.4)



Pairwise player distances

