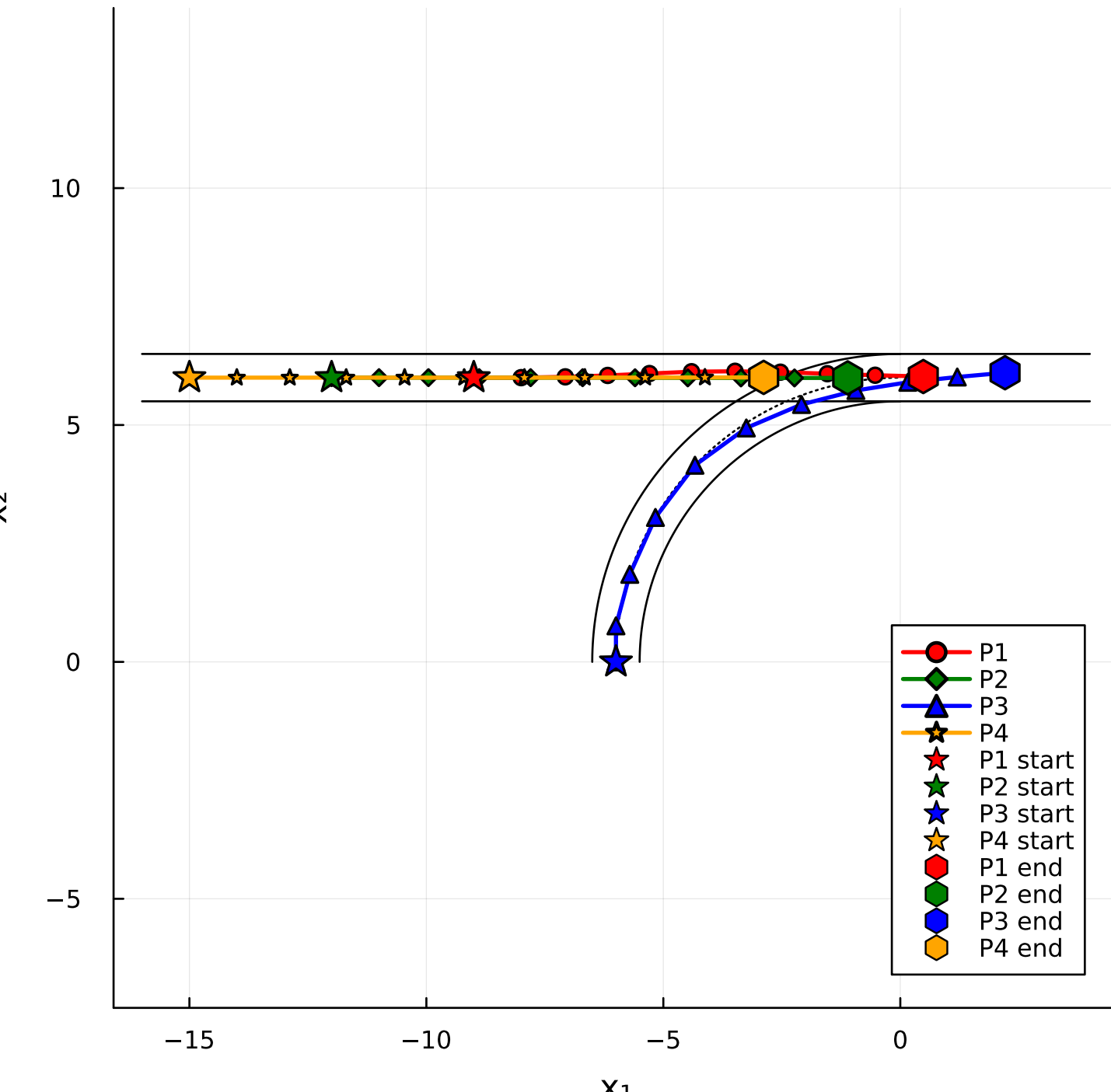


# Player Trajectories (T=10, Δt=0.5)



# Pairwise player distances

