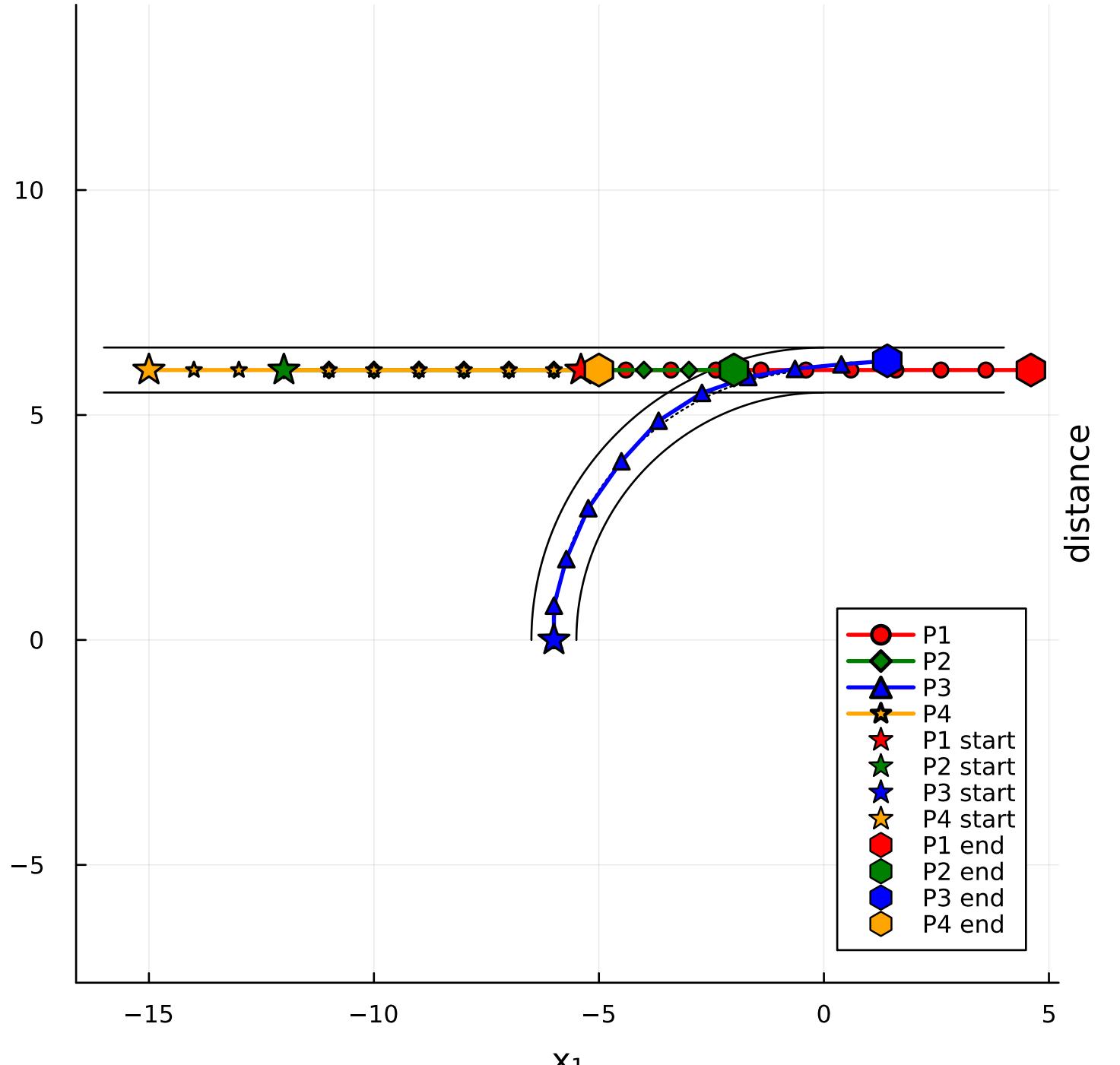


# Player Trajectories ( $T=10$ , $\Delta t=0.5$ )



# Pairwise player distances

