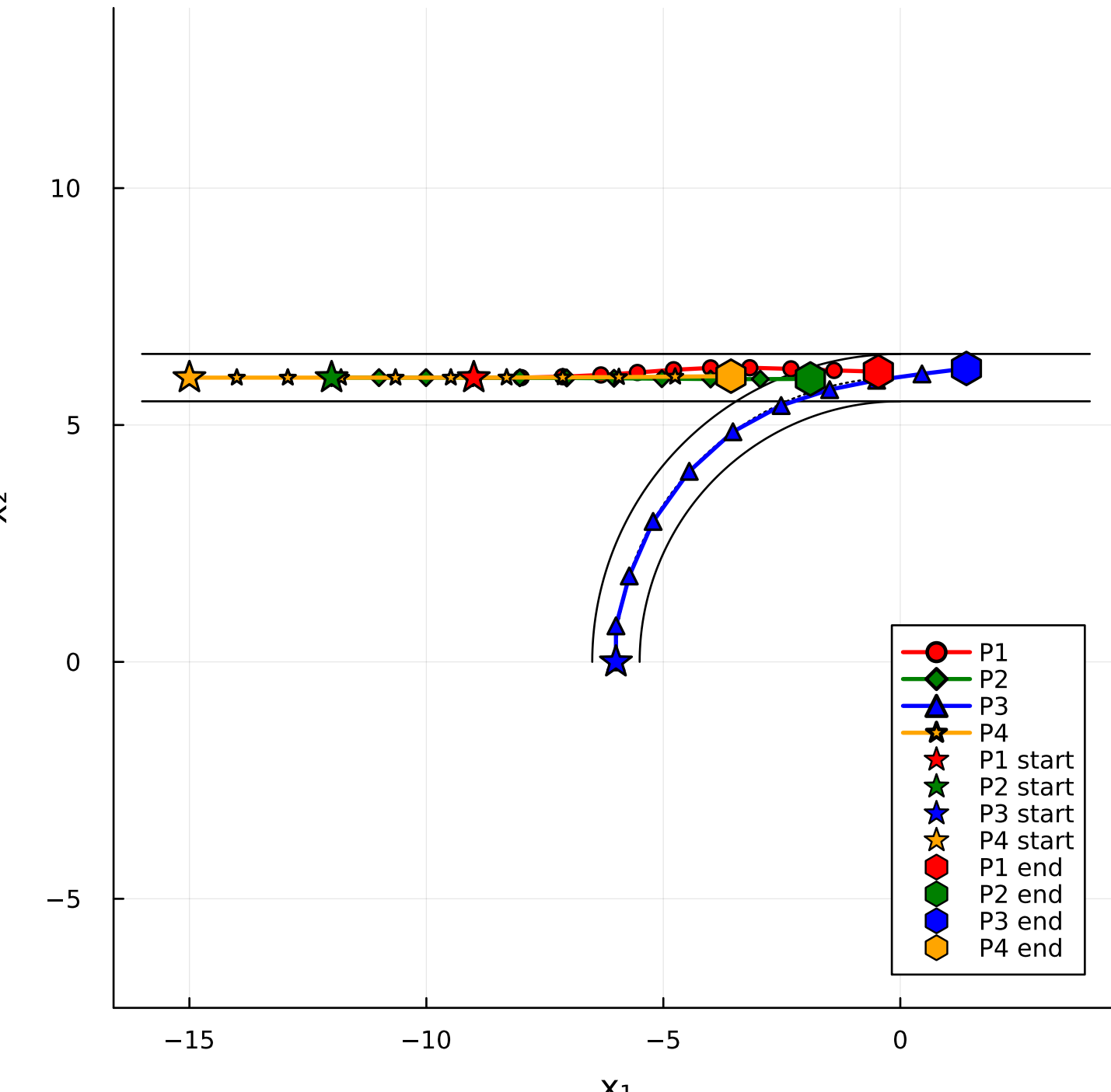


Player Trajectories (T=10,  $\Delta t=0.5$ )

Pairwise player distances

