Entities:

(1) Player
(2) Match
(3) Server
(4) Lobby
(5) Platform
(6) Game Mode
(7) Game Request
(8) Schedule
(9) Friend List
(10) Invite
(11) Player Stats
(12) Party
(13) Party Members
(14) Game Result

Concepts Used:

▷ Generalization (Player → SoloPlayer / Party Leader)
▷ Union (Invite → Sender and Reciever)
▷ Aggregation (Match, Lobby, Server)
                (Match Schedule, Game Mode)

Project: Multiplayer Matchmaking Server

Enhanced ERD

Entity-Relationship Diagram (hand-drawn)