

A user, in one of their games can start a match. The process would be as follows

- 1. create a match:  
match entered into match table
- 2. create match request:  
match request entered into matchrequest table
- 3. invite friends to join match with match request  
pending flag is raised in matchrequest-touser game table
- 4. inMatch flag in UserToGame table raised so that we can distinguish between single player and match games

