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 matchrequesttousertogame table
4. inMatch flag in UserToGame table raised so that we can distinguish between single player and match games

By linking the UserToGame Table with the Leaderboard table, users can see which leaderboards they are in.

The leaderboard table simply offers instructions as how to query the UserToGame table

User data is very self contained. It only links to the rest of the game center via UserToGame

Match
- *matchID
- minPlayers
- maxPlayers
- defaultNoOfPlayers

MatchRequest
- *matchReqID
- matchID
- inviteMessage

MatchToUserToGame
- *matchID
- *userToGameID
- dateLastActive

MatchRequestToUserToGame
- *matchReqID
- *sendingUserToGameID
- receiveingUserToGameID
- pendingFlag

LeaderboardToUserToGame
- *leaderboardID
- *userToGameID
- ranking

Leaderboard
- *leaderBoardID
- leaderboardName
- gameID
- isDefaultFlag
- scoreFormatType
- sortOrder
- scoreRange

UserToGame
- *userToGameID
- userID
- gameID
- gameInProgress
- inMatch
- highestScore
- lastPlayedDate
- rating
- comment

User-private
- *userID
- password
- firstname
- lastname
- email

User-public
- *userID
- username
- avatar
- creationdate
- accountStatus
- lastLoginTime
- userStatus

UserToUser
- *userID1
- *userID2

AchievementToUserToGame
- *achievementID
- *userToGameID
- dateGained

Achievement
- *achievementID
- gameID
- hiddenFlag
- icon
- pointValue
- postDescription
- preDescription
- title

Game
- *gameID
- ageRating
- defaultImage
- name
- overallRank
- publisher
- releaseDate
- textDescription
- url
- versionNumber
- scoreFormatType
- sortOrder

GameToGenre
- *gameID
- *genreID
- rankWithinGenre

Genre
- *genreID
- name
- genreDescription