

ER Diagram for GameCenter

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

