A user, in one of their games can start a match. The process Match would be as follows *matchID 1. create a match: minPlayers match entered into match table maxPlayers 2. create match request: defaultNoOfPlayers MatchRequest match request entered into matchrequest *matchRegID matchID 3. invite friends to join match with match request inviteMessage pending flag is raised in matchrequest-MatchToUserToGame tousertogame table By linking the UserToGame Table 4. inMatch flag in UserToGame table raised so that we can *matchID with the Leaderboard table, users can distinguish between single player and match games *userToGameID see which leaderboards they are in. Leaderboard dateLastActive MatchRequestToUserToGame *leaderBoardID *matchRegID leaderboardName LeaderboardToUserToGame The leaderboard table simply offers *sendingUserToGameID gameID instructions as how to query the receiveingUserToGameID *leaderboardID isDefaultFlag UserToGame table pendingFlag *userToGameID scoreFormatType ranking sortOrder scoreRange UserToGame *userToGameID userID User-public gameID User-private gameInProgress *userID *userID inMatch password username GameToGenre Game highestScore firstname avatar *gameID *gameID 10 lastPlayedDate lastname creationdate *genreID ageRating rating email accountStatus rankWithinGenre defaultImage comment **lastLoginTime** name userStatus overallRank publisher releaseDate Achievement Genre textDescription url UserToUser AchievementToUserToGame *achievementID *genreID versionNumber gameID name *userID1 *achievementID scoreFormatType hiddenFlag genreDescription *userID2 *userToGameID sortOrder icon dateGained pointValue postDescription User data is very self contained. It preDescription only links to the rest of the game Gamelmage title center via UserToGame *gameID *name url isDefaultImage