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using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class GeneSkeletonBase : GeneBase {

    public GeneSkeletonBase copyGeneSkeletonBase;
    public Vector4 addedArmour = new Vector4(0, 0, 0, 0);

    public override void Instantiate() {
        bodyPart = Enums.BodyPart.Skeleton;

        base.Instantiate();
    }

    public override void GeneExpression() {
        critterBaseRef.total_size += AddRemoveCalc(zeroMinMidMaxValue.y, zeroMinMidMaxValue.z, zeroMinMidMaxValue.w);

        critterBaseRef.total_armour += (AddRemoveCalcZeroDisable(addedArmour.y, addedArmour.z, addedArmour.w, addedArmour.x) *
effectiveness);

        base.GeneExpression();
    }

    public override GeneBase copyGene() {
        copyGeneSkeletonBase.addedArmour = addedArmour;

        geneCopy = copyGeneSkeletonBase;

        return base.copyGene();
    }
}
```