

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

public class GeneSkeletonHardExo : GeneSkeletonBase {

    public override void Instantiate() {
        bodyPart = Enums.BodyPart.Skeleton;
        habitat = Enums.Habitat.LandWater;
        essential = true; //If true then cannot be removed but can be replaced

        minMaxBodyPartAmount = new Vector2(1, 1);
        bodyPartsIncrements = 1;

        zeroMinMidMaxValue = new Vector4(0, 0.2f, 0.5f, 1);
        addedArmour = new Vector4(0.01f, 0.1f, 0.2f, 0.3f);

        //Requires one
        GetGeneHasOneReqF(new GenePrimitiveBrain());
        GetGeneHasOneReqF(new GeneAdvancedBrain());

        base.Instantiate();
    }

    public override GeneBase copyGene() {
        copyGeneSkeletonBase = new GeneSkeletonHardExo();

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