Bug Report

**Bug Report: Inaccurate Core Value Replenishment**

Summary: When a cat collides with an item, the corresponding core value replenishment is inconsistent and inaccurate.

Severity: Medium

Module: Item Interaction

Environments Affected: All platforms

Steps to Reproduce:

1. Start the game.
2. Place an item (e.g., water) on the screen.
3. Observe the cats and their core values.
   * Expected Result: The cats' core values are decreasing over time.
4. Move a cat to collide with the placed item.
5. Observe the cat's core values after the collision.
   * Actual Result: The corresponding core value of the cat does not increase or increases inconsistently, failing to replenish accurately.

Expected Result: When a cat collides with an item, the corresponding core value (e.g., hydration) should increase by a certain amount, replenishing the cat's needs accurately.

Screenshots/Video: [Attach relevant screenshots or video demonstrating the issue, if applicable.]

Additional Information:

* The issue occurs consistently whenever a cat collides with an item.
* The core value replenishment appears to be random or inconsistent, leading to inaccurate representation of the cat's needs being fulfilled.
* This issue affects all cats and items in the game.

Workaround: Currently, there is no known workaround for this issue. The core value replenishment should be fixed to accurately reflect the impact of item interactions on the cats' needs.

Note: The core value replenishment functionality is critical to the game's mechanics, as it directly affects the cat's well-being and potential disappearance. Ensuring accurate replenishment is crucial for providing a realistic and engaging gameplay experience.