Procedural generation of interactive stories is still an understudied area, most of the work on which is purely academic, while the application of these technologies in a practical, for a wide audience, area promises good prospects. The reason lies in a large set of factors that complicate the practical use of such systems. In this work, we solve some of them by proposing a new algorithm for this, with the help of which we create a system that generates interactive stories. We visualize the narratives of these stories, and on their basis we create a text quest on the Twine platform.