The goal of the "WorldsFactory" project is to create software enabling the creation of complex, logical and extensive stories. The software will store the user's ideas, thoughts and finished parts of the story, visualize them using search tools, display timelines, visual maps and graphs of relationships between concepts. It also includes the ability to create branching stories with multiple event options based on defined conditions, which is useful for creating gamebooks or games. The software allows data to be exported to libraries that track the progress of the story and can be integrated with game engines. The project also includes the implementation of a simple game engine, demonstrating the functionality of the additional library.