Set up character guide.

This guide will help you to set your own character, the same as in the DemoScene.
Create a new scene ("File > New Scene");
delete gameObject "Main Camera";
create a floor for your character ("GameObject > 3D Object > Plane");
make sure your floor at y = 0;
drag & drop to Hierarchy view "Character Template" prefab witch located at "Assets > IC Interactive > Common > Prefabs";
drag & drop you character model to "Character Template" gameObject in Hierarchy view;
assign animator controller "Human" located at "Assets > IC Interactive > Common > AnimatorControllers" to your character;
assign script "AnimatorMovement" to your character gameObject ("Assets > IC Interactive > Common > Scripts > Character");
assign variable "Animator" to script "Character" which assigned to gameObject "Character Template > Physics" - drag & drop your character gameObject;
drag & drop gameObject "*ParentThisTo_Root" (inside "Character Template" gameObject) to your character model gameObject in Hierarchy view;
now you can drag & drop prefab "Vehicle" or "Door" or "Rock" or "Pickable" (depending on your package) to test interaciton;
Done!

Set up item guide.

drag & drop you item model to "Pickable > Physics > Visual" gameObject in Hierarchy view. Edit transform if needed.
add or edit colliders for your item in "Pickable > Physics > Colliders".
Turn off every visual parts of old door.