If you want it to rotate like a dooor more easily you can cahnge the pivot point go to Hierarchy (located next to modifify which is next to create.) > Affect pivot point only and then just move it to about where the door will roatate and then just animate it. You could also use a bone and link it to the bone but that really isnt necasary for this kind of animation. If you still need help you better post fast or ill sleep soon .

Heres a pic

Peace.