Agile methodology lacks in usability and most of the time issues like usability do not lead the software toward success. User-Centered Design supports usability and according to UCD, the client should be a part of the process from planning to handover phase. Integration of these two areas is a difficult and challenging task with respect to its applicability for collocated and distributed level. This research focuses on Agile and UCD integration, providing a few practices and artifacts to guide designer's and Agile teams to overcome the challenges. How UCD techniques can support Agile, mainly scrum, in order to deal with usability issues. In thesis, we have demonstrated the levels and phases where stakeholders, especially the user involvement and interaction is necessary. Case study and observation method have been followed. The result of this research is a framework.